

SAN REMO 1930



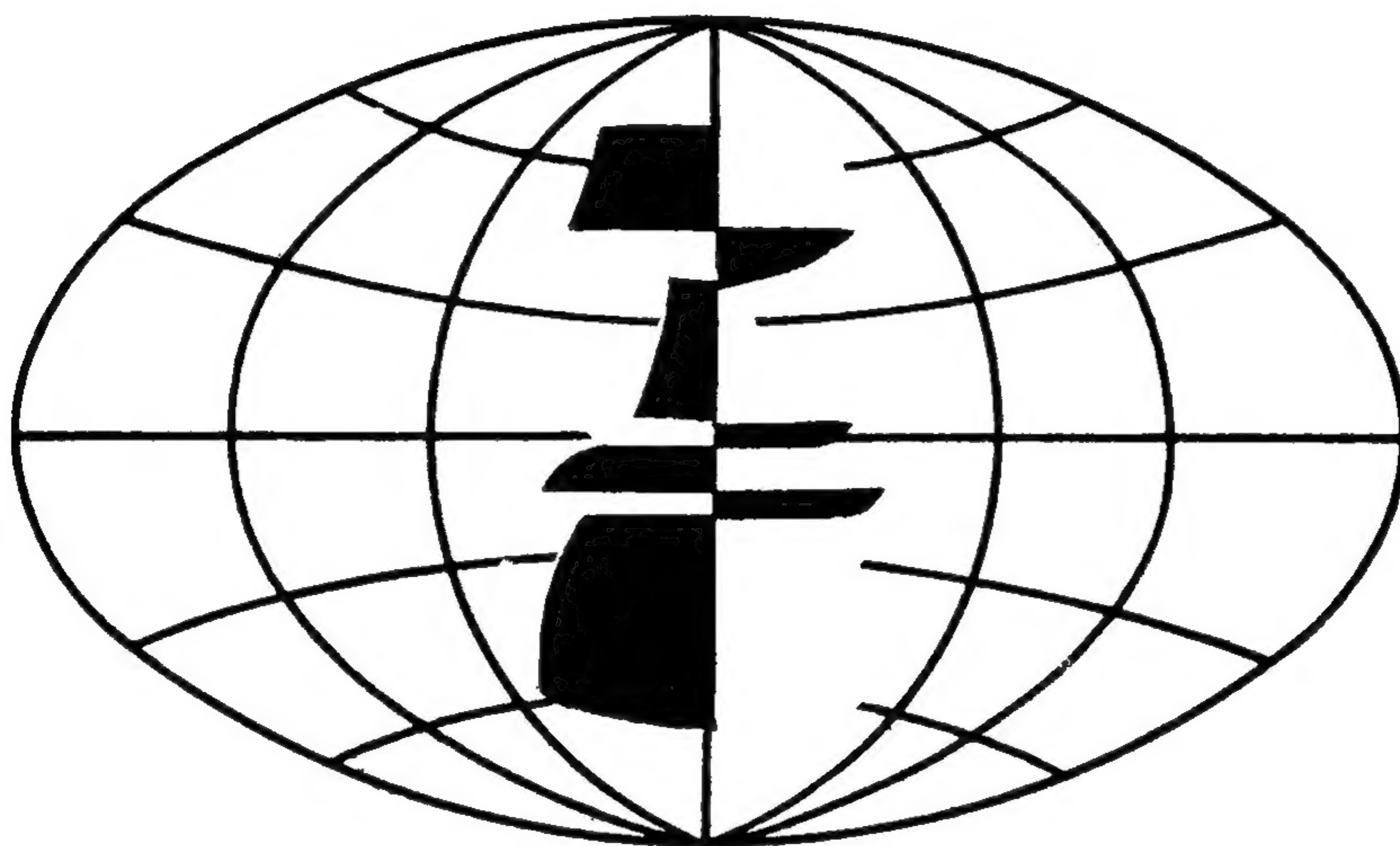
Annotations

by

Alekhine, Botvinnik,

Nimzovich etc.

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INTRODUCTION

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The International Tournament in San Remo, Italy, in 1930 brought together the leading chess masters of Europe. In the beginning, the tournament organizers had planned on twelve to eighteen players, offering prizes to the top six. Of the invitees, Grunfeld and Mattison rarely compete in tournaments these days and the first named is very busy directing operations at many large tournaments, while the other simply declined. Correspondence failed to bring the great American Masters and Capablanca was busy writing a book. Thus, finally, Grau and Araisa were added to complete the sixteen-man round robin.



World Champion A. Alekhine

The tournament itself was an outstanding triumph for Alekine. Of the 120 games, 40 were annotated by Nimzovich. Alekine's notes you will find throughout the book. Spielmann, Vidmar, Becker and Kmoch contributed light notes to many other games. In addition, selected games were commented on by M. M. Botvinnik (44, 49, 90, 95, 113), V. V. Ragozin (14, 38, 110) and P. A. Romanovsky (19, 23, 31, 80, 101, 106).

-The Editors

	Alekine	Nimzovich	Rubenstein	Bogolubov	Yates	Ahues	Spielman	Vidmar	Maroczy	Tartakover	Colle	Kmoch	Araisa	Montichelli	Grau	Romi	Points	Top Places
Alekine . . .	—	1	1	1/2	1	1	1/2	1	1	1	1	1	1	1	1	1	14	I
Nimzovich . .	0	—	0	1	1/2	1	1/2	1/2	1/2	1/2	1	1	1	1	1	1	10 1/2	II
Rubenstein . .	0	1	—	0	1	1/2	0	1	1/2	1	1	0	1	1	1	1	10	III
Bogolubov . .	1/2	0	1	—	1/2	0	1	1/2	1	1	0	1	1	0	1	1	9 1/2	IV
Yates	0	1/2	0	1/2	—	1/2	1	1	1/2	0	0	1	1	1	1	1	9	V
Ahues	0	0	1/2	1	1/2	—	1	1/2	1	0	0	1/2	1	1	1/2	1	8 1/2	VI
Spielman . . .	1/2	1/2	1	0	0	0	—	1/2	1/2	1/2	1	1	1/2	1	1	0	8	
Vidmar	0	1/2	0	1/2	0	1/2	1/2	—	1/2	1/2	1	1	1/2	1	1/2	1	8	
Maroczy	0	1/2	1/2	0	1/2	0	1/2	1/2	—	1/2	1/2	1/2	1/2	1	1	1	7 1/2	
Tartakover . .	0	1/2	0	0	1	1	1/2	1/2	1/2	—	0	0	1	1/2	1	1	7 1/2	
Colle	0	0	0	1	1	1	0	0	1/2	1	—	0	1/2	1	0	1/2	6 1/2	
Kmoch	0	0	1	0	0	1/2	0	0	1/2	1	1	—	1/2	0	1	1	6 1/2	
Araisa	0	0	0	0	0	0	1/2	1/2	1/2	0	1/2	1/2	—	1/2	1/2	1	4 1/2	
Montichelli . .	0	0	0	1	0	0	0	0	0	1/2	0	1	1/2	—	1/2	1/2	4	
Grau	0	0	0	0	0	1/2	0	1/2	0	0	1	0	1/2	1/2	—	1/2	3 1/2	
Romi	0	0	0	0	0	0	1	0	0	0	1/2	0	0	1/2	1/2	—	2 1/2	

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ROUND ONE

Game 1

Vidmar - Knoch
Queen's Indian Defense

1 P-Q4	N-KB3
2 P-QB4	P-K3
3 N-KB3	P-QN3
4 P-KN3	B-N2
5 B-N2	B-K2
6 O-O	O-O

A well-known position. In answer to 7 N-B3 Black would play 7...N-K5.

7 Q-B2
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On 7...B-K5 follows 8 Q-N3 and then N-B3.

7	P-B4
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Clearly better is Tartakover's 7...N-B3 8 N-B3, P-Q4

8 PxP	BxP
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Deserving consideration was 7...PxP.

9 N-B3	B-K2
--------	------

Black wants to play ...P-Q3 without exposing his bishop to attack by pawns.

10 P-K4	P-Q3
11 P-N3	QN-Q2
12 B-N2	P-QR3

Black may wish to play ...P-QN4 at a time when capturing twice on his QN4 would leave the White KP insufficiently defended.

13 QR-B1	Q-B2
14 KR-K1	QR-B1
15 Q-K2	KR-Q1
16 R/B-Q1

White plays to restrain ...P-Q4. He stands better,

but it is difficult to find a plan of attack.

16	B-B1
17 N-Q4!	Q-N1
18 P-B4	P-K4

Black acts to prevent the attacking plan P-K5 or P-B5.

19 N-B5	P-N3
20 N-K3

Aiming for the Q5 square.

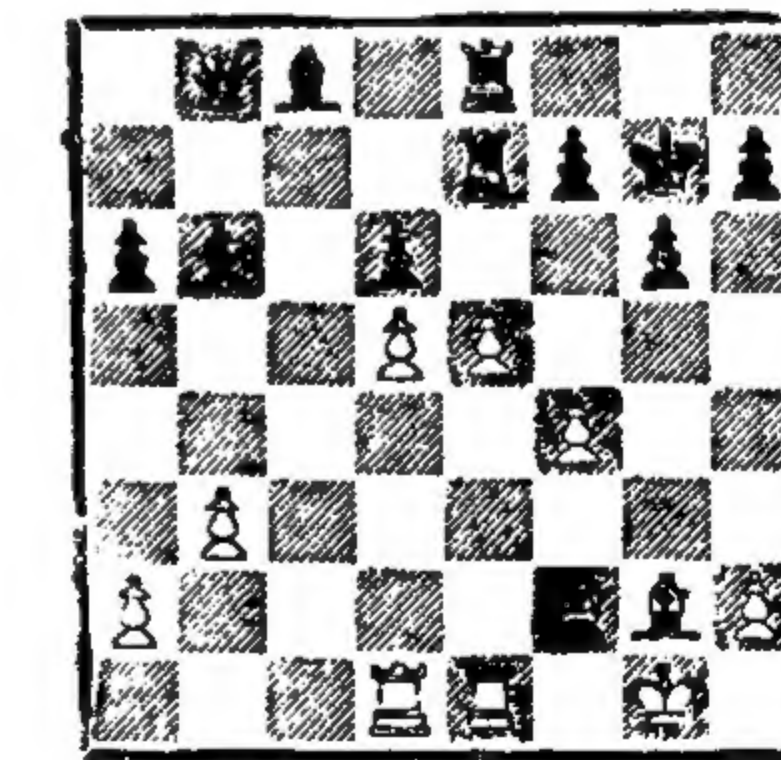
20	PxP
21 PxP	R-K1
22 N/K-Q5	B-N2
23 NxNch!	NxN
24 N-Q5	NxN
25 BPxN

White has a solid center. His opponent's Queenside is weak. The exchange of knights, moreover, has not weakened White's attack.

25	R-B2
---------	------

This is a move intended to defend his castled position.

26 BxB	KxB
27 Q-KB2!	B-B1
28 P-K5!	R/2-K2



29 P-K6!!
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Deserving consideration was 29 Q-R4, as on 29...PxP could follow 30 P-Q6. The pawn sacrifice, however, is even stronger.

29	PxP
30 PxP	BxP

Black cannot take the pawn with the rook, as after 30...RxP 31 Q-Q4ch, K-R3 (forced) the Black King is too dangerously placed.

31 Q-Q4ch K-N1

On 31...K-B2 White continues 32 P-B5! and after 32 ...BxBP 33 B-Q5ch, B-K3 34 RxB, RxR 35 R-B1ch, K-N1 36 Q-QB4! and wins. If instead 32...PxP, then 33 B-B3 with a decisive attack.

32 B-B6! B-Q2

On a rook move follows 33 RxB, RxR 34 B-Q5.

33 B-Q5ch B-K3
34 RxB RxR
35 Q-B4! Resigns

There is no defense; if 35...K-B2, then 36 R-K1 and the Black Queen cannot defend (36...Q-B1 37 QxQ, RxQ 38 BxRch).

Game 2

Maroczy - Nimzovich
Nimzovich Opening

1 P-K4, N-QB3 2 N-QB3, P-K3 3 P-Q4, B-N5 4 N-B3, P-Q3 5 B-KB4, KN-K2 6 B-K2, BxNch 7 PxP, O-O 8 O-O, N-N3 9 B-K3, Q-K2 10 R-K1, B-Q2 11 Q-B1, P-N3 12 N-Q2, P-K4 13 B-Q3, Q-B3 14 N-N3, P-KR3 15 P-QR4, P-QR4 16 B-QN5, QR-K1 17 P-B3, N-N1 18 B-B1, B-B3 19 P-QB4, PxP 20 NxQP, B-N2 21 N-N5, N-R3 22 B-Q4, Q-Q1 23 Q-Q2, N-N5 24 B-B3, N-R3 25 B-Q4, B-B3 26 QR-Q1, R-K2 27 Q-B2, R/1-K1 28 Q-N3, R-K3 (N-K4!) 29 K-R1, Q-K2 30 B-B2, N-N5 31 P-B3, N-R3 32 N-Q4, BxRP 33 R-R1, B-Q2 34 NxR, QxN 35 P-B5, NxP 36 BxN, NPxB 37 RxP, Q-B3 38 R-B1, P-KR4. DRAW. In analyzing the final position after the game, Alekine and Nimzovich also agreed on a draw.

Game 3

Spielman - Yates
Ruy Lopez

1 P-K4, P-K4 2 N-KB3, N-QB3 3 B-N5, P-QR3 4 B-R4, N-B3 5 O-O, B-K2 6 R-K1, P-QN4 7 B-N3, P-Q3 8 P-B3, N-QR4 9 B-B2, P-B4 10 P-Q4, Q-B2 11 P-KR3, B-Q2 12 QN-Q2, O-O 13 N-B1, KR-QB1 14 PxKP (Stronger for White was 14 P-Q5) PxP 15 N-K3, B-B1 16 N-Q5, NxN 17 PxN, P-B3 18 B-K4, R-R2 19 Q-B2, P-N3 20 P-KN4, N-B5 21 B-Q3, N-Q3 22 B-K3, R-N2 23 QR-Q1, B-N2 24 N-R2, Q-Q1 25 P-KB4, N-B5 26 B-QB1 (A loss of time) PxP 27 BxN, PxP 28 BxP, Q-R4 29 P-R3, Q-N3 30 R-Q2, B-B1 31 R/2-K2 (After 31 P-Q6, R/1-N1 White must defend his weak QNP) B-Q3 32 Q-B1, P-N4! 33 BxB, QxB 34 R-B1, R-B1 35 R/2-KB2, B-K1! 36 N-B3, R-N2 37 Q-Q2, P-KR4! (White has more weak points than Black) 38 R-N2, PxP 39 PxP, B-N3 40 R-K1 (Against the threat ...B-K5) B-Q6 41 Q-K3, QxP 42 Q-K6ch, QxQ 43 RxQ, R-N2! 44 RxRP, K-N2 45 N-K1, R-K1! 46 NxB, PxN 47 R-Q6, P-B5 48 R-Q4, R-K8ch 49 K-R2, R-QB8 50 K-N3, R-B7 51 R-B2, R/2xNP 52 R-B5, RxP 53 R-B3, R/6-B7 54 R-K3, R-N6! 55 P-R4, P-Q7 56 K-B3, R-N8 57 R-K7ch, K-N3 58 R/7-Q7, P-B6 White Resigns.

Game 4

Alekine - Montichelli
Ruy Lopez

1 P-K4 P-K4
2 N-KB3 N-QB3
3 B-N5

Refraining from open games? This is the first of three games in this tournament (Spielman-Yates, Ahues-Rubenstein) in which the Ruy Lopez was played.

3 P-QR3
4 B-R4 N-B3
5 O-O B-K2
6 Q-K2

And here, which is better - 6 R-K1, 6 N-B3 or the text move? Few games, though, show the advantages of 6 Q-K2 as well as this one.

6	P-QN4
7	B-N3	P-Q3
8	P-B3	O-O
9	P-QR4

Besides Alekine's continuation, for example, 9 P-Q4, B-N5 10 R-Q1 etc. is played, as in the game Brinckman - Montichelli, Budapest, 1929.

9	R-N1
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Also played here is 9...N-QR4 with the continuation 10 B-B2, B-Q2 11 P-Q4, etc. Best here according to Alekine is 9...P-N5, on which the answer is not 10 B-Q5, but 10 P-R5.

10	PxP	PxP
11	P-Q4!	PxP

Not 11...B-N5 because of 12 P-Q5 winning the knight.

12	PxP	B-N5
13	R-Q1

This shows the idea behind White's sixth move: to set up a strong pawn front.

13	P-Q4
14	P-K5

After 14 PxP, NxP/4 15 N-B3 Black has the interesting answer 15...N/3-N5 with a strong piece position in the center.

14	N-K5
15	N-B3!	NxN
16	PxN	Q-Q2

Poor here was 16...P-N5 because of 17 P-B4.

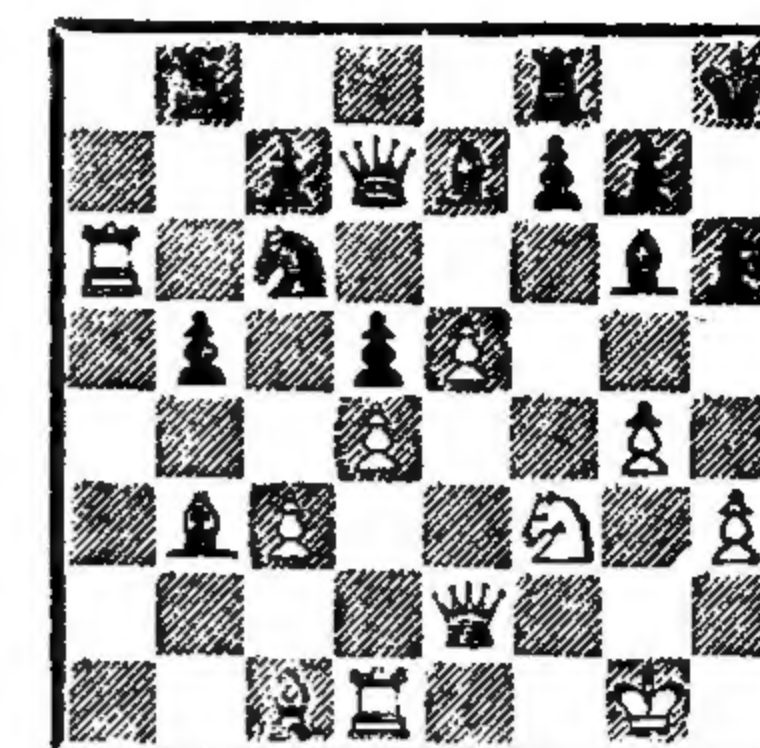
17	P-R3!	B-KB4
18	R-R6

Entering a new phase. Clearly this shows a weakness of Black's ninth move which yielded the QR-file to the opponent.

18	K-R1
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If instead 18...N-Q1, then 19 N-K1 with a following P-KB4. Now White begins a sharp maneuver to provoke Black to play ...P-KR3.

19	N-N5	P-R3
20	P-N4!	B-N3
21	N-B3



White could consider 21 P-K6, but Black has a sufficient answer in 21...Q-Q3! For example: 22 NxPch, BxN 23 PxP, RxP 24 B-R3, NxQP! 25 PxN, QxR 26 BxB, R-K1 with a plus for Black, or 22 B-R3, Q-B5! 23 B-B1, Q-Q3 24 B-R3, Q-B5 with a draw.

These variations are according to Alekine after the game.

21	N-Q1
22	N-K1

If now 22 P-K6, then of course not 22...PxP, nor 22...NxP (Because of 23 N-K5) but the correct 22...Q-B1.

22	P-QB3
23	N-Q3	N-K3
24	P-KB4	P-KB4

Black bypasses a possible counterattack by 24...B-R2 25 P-B5 or 24...B-K5 25 N-B2.

25	PxPe.p.	BxP
26	P-B5	NxP
27	PxN	BxPch
28	K-N2	QR-K1
29	Q-B3	B-B2

Because of the threat of 30 N-B4, Black cannot keep both bishops.

30	N-B4	B-K4
31	B-R3	R-KN1

Better was 33...Q-B2 with pressure on the diagonal b8-h2. This would have prevented White's following maneuver.

33 B-KB2 R-K5?
34 QxR Black Resigns

On 34...Q-N2 follows 35 N-N6ch, BxN (Or 35...K-R2 36 Q-K7) 36 Q-K6, QxR 37 QxB, B-K4 38 P-B6, BxP 39 B-B2 and mates.

Game 5

Tartakover - Grau
Queen Pawn Opening

1 P-Q4, P-Q4 2 P-KN3, N-KB3 3 N-KB3, N-B3? 4 B-N2, B-B4 5 N-R4, B-N3 6 NxN, RpxN 7 P-QB4, P-K3 8 PxP, PxP 9 N-B3, B-N5 10 O-O, O-O 11 B-N5, BxN 12 PxP, Q-Q3 13 Q-N3, KR-Q1 14 B-B4 (14 QxNP?, QR-N1 15 O-R6, NxP) Q-K3 15 BxBP, R-Q2 16 B-B4, N-QR4 17 Q-B2, R-QB1 18 KR-K1, N-R4 19 B-Q2, P-B4 20 P-B3!, Q-N3 21 P-N4!, PxP 22 PxP, N-KB3 23 QxP, R-K2 24 B-N5, R-Q1 25 R-KB1, R-K3 26 QR-N1, Q-B3 27 BxN, RxB 28 RxR, QxR 29 QxQ, PxQ 30 R-N5, P-N3 31 BxPch, K-N2 32 P-B4, R-QB1 33 P-B5, N-B3 34 BxN, RxB 35 P-Q5! Black resigns.

Game 6

Ahues - Rubenstein
Ruy Lopez

1 P-K4 P-K4
2 N-KB3 N-QB3
3 B-N5 P-QR3
4 B-R4 P-Q3
5 P-B3 KN-K2

If Black wishes to play more sharply, he could try 5...P-B4, a move which Capablanca introduced into tournament practice, or 5...P-KN3, followed by the bishop fianchetto. Also played here is 5...B-Q2. The text move is seldom seen.

6 P-Q4 B-Q2
7 B-N3! P-KR3

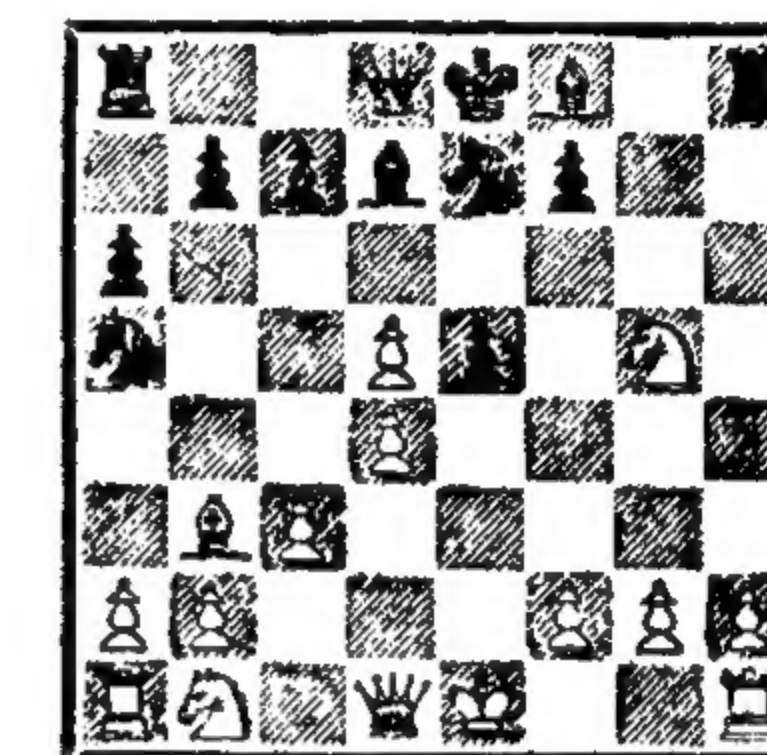
On the premature 8...P-KN3, 9 Q-Q2 would prevent the opponent from castling.

8 P-KN4
9 BxNP!

A fully correct sacrifice which decides the game.

9 PxP
10 NxNP P-Q4
11 KPxP N-R4

Not good was 11...NxP/4 12 NxP!



12 PxP

More energetic was 12 P-Q6! with the continuation 12...NxB 13 QxN, N-Q4! 14 NxP!, KxN 15 PxP, QxP 16 QxNch, B-K3 17 Q-B3ch, and after P-Q5 and N-Q2, White has the advantage.

12 NxB
13 QxN NxP!
14 NxP! KxN
15 QxNch B-K3

Though the opponent has three pawns for the piece, the Black bishops cannot be underestimated. For example 16 QxP, B-Q4 and the Queen is lost.

16 Q-B3ch K-K1
17 N-Q2 Q-N4
18 QxP

This is sharper than 18 O-O-O, B-KN5 19 Q-N3.

18 R-Q1
19 Q-B6ch B-Q2

20 Q-K4?

This loses a decisive tempo. White should immediately play 20 Q-B3. A blunder of course was 20 Q-Q5 on which follows 20...B-N4! 21 Q-K6ch, B-K2 22 N-K4, QxNP or even 22 O-O-O, R-R3 and then ...B-K7 in Black's favor.

20 R-R5
21 Q-B3 B-N4!
22 O-O-O B-R3
23 Q-K3 QxQ?

Black should preserve his chances for attack-after 22...Q-N1! White must defend his opponent's dangerous threat of ...QxRP and on 24 Q-N3 follows 24...QxQ 25 BPxQ, R-K5 and then ...R-K7.

24 PxQ BxP
25 KR-K1 BxNch
26 RxB RxR
27 KxR RxP
28 R-KN1 B-B3
29 K-K3 RxP

After exchange of rooks, Black's chances diminish. Better was 29...BxP.

30 RxR BxR
31 K-Q4 K-Q2
32 K-B5 K-K3
33 K-Q4 B-B6
34 P-N3 B-Q4
35 P-B4 B-B3
36 K-B5 B-K1

Black must stay on the diagonal e8-a4.

37 K-Q4 B-Q2
38 P-R3 P-R4
39 P-N4 P-R5
40 P-N5 K-B4
41 K-Q5 B-K3ch
42 K-Q4

Also possible was 42 K-B6. For example: 42...BxP 43 KxP, KxP 44 K-N6! K-Q3 45 K-R5, B-N6 46 K-N4 and Black's QRP is not enough for a win.

42 B-Q2
43 K-Q5 B-K3ch
44 K-Q4 B-B1
45 K-Q5 B-N2ch
46 K-Q4 B-B1
47 K-Q5 B-K3ch

Draw

Game 7

Romi - Colle
King's Indian Defense

1 P-Q4, N-KB3 2 B-B4, P-KN3 3 P-K3, B-N2 4 P-KR3, O-O 5 N-KB3, P-B4 6 P-B3, Q-N3 7 Q-N3, P-Q3 8 QN-Q2, B-K3 9 PxP, PxP 10 B-B4, BxB 11 NxP, Q-R3 12 O-O, N-B3 13 KR-Q1, P-QN4 14 N/4-K5, P-B5 15 Q-B2, KR-Q1 16 NxN, QxN 17 N-Q4, Q-B4 18 B-R2, P-K4 19 N-B3, N-Q2 20 Q-K4, Q-B2 21 N-Q4, Q-N3 22 N-B3, N-B4 23 Q-R4, N-Q6 24 R-Q2, P-B3 25 QR-Q1, Q-B3 26 N-K1, P-K5 27 N-B2, P-B4 28 B-B4, R/Q-QB1 29 N-Q4, Q-K1 30 P-KN4, P-N5 31 NPxP, KNPxP 32 Q-N5, Q-N3 33 NxP, QxQch 34 BxQ, PxP 35 PxP, R-B4 36 N-R6ch, K-B1 37 P-KR4, BxP 38 R-B2, B-N2 39 R-N1, P-B6 40 R-N7, BxN 41 BxBch, K-N1 42 R-N7ch, K-R1 43 R-N7, R-N1ch 44 K-B1, R-B3 45 B-N5, R-KB1 46 R-N3, NxP! 47 K-K2, N-Q6 48 R/3xP, R-B7ch 49 K-Q1, R/3xR 50 RxR/3, RxP 51 B-R6, K-N1 52 R-B7, R-R3 53 B-N7, R-KN3 54 B-Q4, R-KR3 55 RxQRP, RxP 56 R-N7ch, K-B1 57 K-K2, R-R7ch 58 K-B1, R-B7ch 59 K-N1, R-B2 60 R-N4, R-K2 61 K-N2, R-K3 62 K-N3, P-R3 63 K-R4, N-K8 64 K-R5, N-B6 65 B-N7ch, K-B2 66 BxP, R-K4ch 67 B-N5, K-N2 68 R-N3, K-R2 69 R-N2, R-N4 70 R-N3, K-N2 71 R-N2, R-R4 72 R-N3, R-QB4 73 R-N2, K-R2 74 R-N3, R-Q4 75 R-N2, R-R4. Draw.

Game 8

Bogolubov - Araisa
Queen's Gambit

1 P-Q4 P-Q4
2 P-QB4 P-QB3
3 N-KB3 N-KB3
4 N-B3 PxP
5 P-QR4 B-B4
6 N-K5

It is possible that 6 N-KR4 is even stronger. The following variations illustrate Black's position:

1) 6...B-N3 7 NxB, RPxN 8 P-K4, P-K4 9 BxP (Instead of 9 B-K3) PxP 10 P-K5, N/3-Q2 (On 10...PxN follows 11 BxPch. On other Knight moves - 11 N-K4 or 11 O-O) 11 QxP, (Or 11 P-K6) B-B4 12 Q-K4, Q-R5 13 P-K6 with very good play.

2) 6...B-Q2 7 P-K4 (Instead of P-K3) P-K3 (7...P-QN4? 8 PxP, PxP 9 P-K5, N-N1 10 P-K6. On 7...P-K4 besides, White could play 8 BxP, NxP 9 Q-R5) 8 P-K5, N-Q4 9 Q-N4 with a strong position for the pawn.

6 QN-Q2

Clearly, the best move. On 6...P-K3 follows 7 P-B3! and Black has difficulties. For example 7...P-B4 8 P-K4, PxP 9 PxP, B-N5 10 BxP!, PxN (10...Q-N3 11 O-O PxNch 12 K-R1, O-O 13 BPxP, BPxP 14 Q-N3, or 10...N-B3 11 NxN, PxN 12 B-Q2) 11 QxQch, KxQ 12 O-O, K-K2 13 N-Q3 and then R-K1. Insufficient is 7...B-QN5 8 P-K4, BxP 9 PxP, NxP 10 B-Q2, Q-R5ch 11 P-N3, NxNP 12 PxN, QxR 13 Q-N4 with a powerful attack.

Even worse was 6...P-B4 because of 7 P-K4! (7...NxP 8 Q-B3).

7 NxP/4 Q-B2
8 P-KN3 P-K4
9 PxP NxP
10 B-B4 N/3-Q2
11 B-N2 P-B3

This is fully satisfactory and Black has a good position. Bad was 11...B-K2 12 O-O, O-O 13 R-B1 with the strong threat of N-Q5. Insufficient also was 11...O-O-O 12 O-O, N-QN3? 13 NxNch and then N-Q5, or 11...P-KN4 12 BxN, NxP 13 Q-Q4, B-N2? 14 N-Q6ch. For the solid continuation 11...B-K3 see the game Bogolubov-Alekhine in the 11th Round.

12 O-O

Stronger was 12 R-B1.

12 B-K3
13 NxN PxN
14 B-K3 B-QB4
15 Q-B1

Giving of course better chances than 15 BxB, NxP 16 P-QN4, N-N6 which in the game Capablanca-Vidmar,

Carlsbad, 1929, led to equal play. Nothing comes of 15 N-K4, BxB 16 PxP, O-O-O!, for example: 17 N-N5, N-B3 or even 17 N-Q6ch, K-N1 18 N-B7, BxN 19 RxB, N-B3.

15 O-O
16 BxB NxP
17 Q-K3 N-N6
18 QR-Q1 N-R4?

This maneuver ruins Black's position. Better was 18...KR-K1 19 N-K4 (or 19 N-Q5, PxN 20 OxN, P-Q5 21 QxP, QxQ 22 BxQ, QR-N1 23 B-B6, KR-B1 24 B-N5, B-B5) N-Q5 20 N-N5, Q-K2 or even stronger 20...B-B5 21 Q-K4, P-KN3.

19 N-K4 N-B5
20 Q-QB3 QR-K1

Stronger was 20...QR-Q1 (21 P-N3, N-R4 22 N-B5, B-B2) not giving White such an advantage.

21 N-N5 Q-K2
22 NxP QxN
23 P-R5

The winning move. White threatens not only P-R6 but Q-N4, leaving the knight without a retreat.

23 N-Q3
24 P-R6 N-N4
25 Q-B5 PxP
26 P-K3

So as not to allow ...N-Q5 after a capture.

26 P-K5
27 R/Q-B1 R-B3
28 R-B4 Q-Q4
29 Q-N4 P-QR4
30 Q-R4 R/3-K3
31 R-Q1 Q-KB4
32 Q-B2 Q-N3
33 R-QB1 N-B2
34 RxBP RxR
35 QxR QxQ
36 RxQ N-Q4
37 R-B5 N-B3
38 RxP R-N1
39 R-R4 RxP

40 BxP	P-QR4
41 B-Q3	P-N3
42 RxP	N-N5

Black seems to have some counterplay but ...

43 R-R2! Black Resigns

A beautiful final move. If 43...RxR 44 B-B4ch

STANDINGS AFTER ROUND ONE

1	Alekine, Bogolubov, Yates, Tartakower, Vidmar
½	Ahues, Maroczy, Nimzovich, Rubenstein, Romi, Colle
0	Araisa, Grau, Knoch, Montichelli, Spielman

ROUND TWO

Game 9

Knoch - Araisa
Nimzo - Indian

1 P-Q4, N-KB3 2 P-QB4, P-K3 3 N-QB3, B-N5 4 P-QR3, BxNch 5 PxP, N-K5 6 Q-B2, P-B4 7 P-K3, P-QN3 8 B-Q3, B-N2 9 N-B3, O-O 10 O-O, P-Q3 11 N-K1, Q-R5 12 P-B3, QN-Q2 13 P-KN3, Q-R6 14 PxN, PxP 15 RxRch, RxR 16 B-K2, Q-B4 17 Q-Q1, Q-B7ch 18 K-R1, N-B3 19 N-B2, P-K4 20 B-Q2, B-B1 21 Q-KB1, N-N5 22 QxQ, RxQ 23 R-K1, RxPch 24 K-N1, R-R6 25 K-N2, R-R7ch - Draw.

Game 10

Colle - Bogolubov
Queen's Gambit

1 P-Q4	N-KB3
2 N-KB3	P-Q4
3 P-K3	P-B3

Better here was 3...B-B4, as Colle played against Alekine in the 13th round: 4 B-Q3, P-K3!

4 QN-Q2	B-B4
5 B-Q3	BxB

And here 5...P-K3 was better. The text move lets White get a strong pawn center.

6 PxP	P-K3
7 O-O	B-K2
8 R-K1	O-O
9 P-K4	N-R3

The passive pawn configuration QB3, Q4, K3 allows White to get a sharp attack on the Kingside. Therefore Black aims to play ...P-QB4. He does not play the Knight to Q2 in order to reserve that square for the King's Knight.

10 P-K5	N-Q2
11 N-B1	P-QB4
12 PxP	N/2xBP
13 P-QR3

So as not to allow ...N-N5.

13	Q-Q2
14 P-QN4	N-R5
15 N-Q4!

Most chess players in this position would play P-Q4. White's move is much better. It centralizes his knight and does not give up control of his QB4.

15	KR-B1
16 N-KN3	N-B2
17 Q-N4	P-KN3

Black cannot continue here with 17...N-N4. On this follows 18 N/4-B5!, PxN 19 NxP, B-B1 20 N-R6ch, winning the Queen. If instead 18...B-B1 19 NxP, BxN 20 N-R5 wins. If of course 17...P-B4, then 18 N/3xP, PxN 19 NxP, N-K3 20 NxP and wins.

18 B-N5	N-K1
19 BxB	QxB
20 P-KR4	P-QR4
21 P-R5!	RPxP
22 KRPxP	RPxP
23 PxP	QxP
24 QR-N1	N-N7

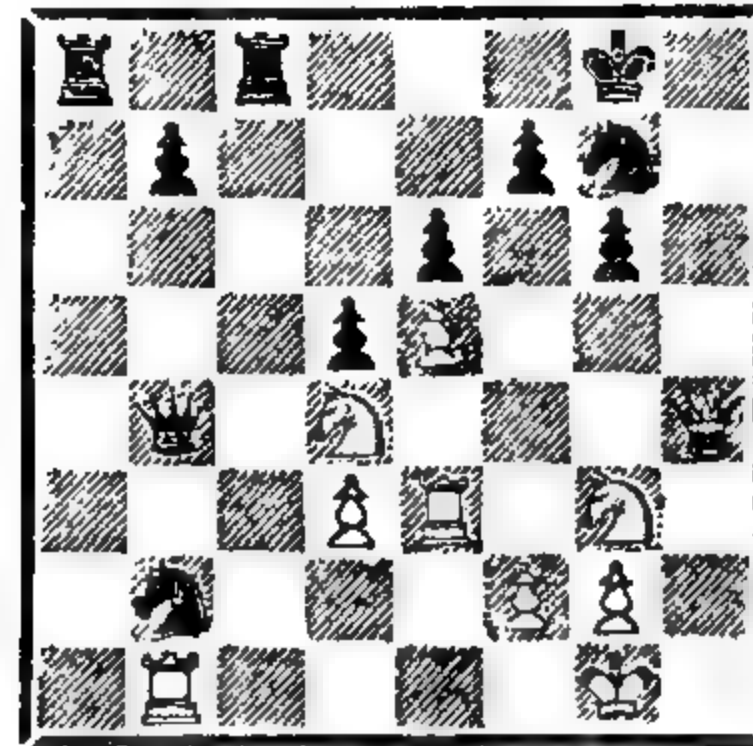
Possible was 24...Q-K2 intending to continue his O-

side counterattack with ...N-B6 and ...R-R5.

25 R-K3!

On 25 R-K2 follows ...R-R5! 26 R/2xN, QxN 27 QxQ, RxQ, in Black's favor.

25 N-N2
26 Q-R4



26.... Q-Q7?

The text move is much weaker than 26...R-R5! 27 N/3-K2, Q-Q7, as the attack by 28 R-R3, N-R4 is not decisive, e.g. 29 N-KN3, R-B8ch 30 RxR, QxRch 31 K-R2, or 29 P-KN4!, RxN! 30 NxR, R-B8ch 31 RxR, QxRch 32 K-R2, Q-B5ch 33 K-N2, QxN 34 PxN, QxQ 35 RxQ, NxP with an unclear position. A better continuation of the attack is 28 P-N4!, but on this follows 28...RxN 29 NxR, NxP. For example: 30 R-R3, R-B8ch 31 RxR, QxRch 32 K-R2, Q-B5ch 33 K-N2, K-B1!, etc..

27 N-B3

This maneuver is of course not possible after 26...R-R5!

27.... R-B8ch
28 RxR QxRch
29 R-K1

Decisive was 29 K-R2 and then N-N5. The answer 29...R-R8? allows mate: 30 Q-Q8ch, K-R2 31 N-N5ch, K-R3 32 NxPch.

29 Q-B1

Stronger was 29...Q-B6. White on 30 R-K3, Q-B8ch would be only repeating the position. 29...QxRch was not possible: 30 NxQ, R-R8 31 K-R2!, RxN 32 Q-QN4,

NxP 33 Q-Q2 and White wins.

30 N-N5 Q-B6
31 Q-R7ch K-B1
32 R-K3

Deciding the game.

32 R-R8ch
33 K-R2 Q-Q5
34 R-B3 Resigns

Game 11

Rubenstein - Romi
Queen's Gambit

1 P-Q4, P-Q4 2 P-QB4, P-QB3 3 P-K3, N-KB3 4 N-QB3, P-K3 5 P-B4, B-N5 6 N-B3, N-K5 7 B-Q2, NxB 8 QxN, N-Q2 9 P-QR3, B-Q3 10 P-K4, PxKP 11 NxP, N-B3 12 NxPch QxN 13 P-QB5! (Though this gives Black his Q4 square and the OP is made weak, White insures that it will be very difficult for Black to develop his Bishop.) Q-B2 14 B-Q3, B-Q2 15 O-O, O-O 16 QR-Q1, QR-Q1 17 N-K5, B-B1 18 R-B3, P-KN3 19 Q-KB2, K-N2 20 R-R3, R-R1 21 B-B2, Q-K2 22 R-K1, N-N1 23 P-KN4, P-B3 24 N-B3, Q-QB2 25 Q-K3, P-K4 (An attempt to open the position) 26 BPxP, BxP 27 Pxpch, NxP 28 Q-R6ch, K-N1 29 B-N3ch, N-Q4 30 R-N3, BxN 31 RxB, Q-N2 32 BxNch, PxB 33 Q-K3, Q-Q2 34 Q-K7, P-KR4 35 R-B8ch, Resigns

Game 12

Grau - Ahues
Queens' Indian Defense

1 P-Q4, N-KB3 2 P-QB4, P-QN3 3 N-QB3, B-N2 4 Q-B2, P-K3 5 P-K4, P-Q3 6 P-B3, B-K2 7 B-K3, O-O 8 KN-K2, QN-Q2 9 N-N3, R-K1 10 B-K2, P-K4 11 P-Q5, B-KB1 12 O-O, P-N3 13 P-QN4, Q-K2 14 P-QR3, KR-QB1 15 Q-Q2, N-K1 16 P-B4, Pxp 17 BxBP, N-K4 18 R-B2, B-N2 19 QR-KB1, R-Q1 20 BxN, BxB 21 RxP, QxR 22 RxQ, KxR 23 B-N4, B-B1 24 BxB, R/QxB 25 N/N-K2, N-B3 26 N-B4, BxN 27 QxB, R-K1 28 P-B5, QR-Q1 29 P-R3, R-Q2 30 PxQP, Pxp 31 P-QR4, R-K4 32 P-R5, Pxp 33 Pxp, K-N2 34 Q-QB1, NxKP 35 NxN, RxN 36 Q-B6, R/5-K2. Draw

Game 13

Montichelli - Tartakover
Queens' Gambit

1 P-Q4, P-Q4 2 P-QB4, N-QB3 3 N-KB3, P-K4 4 PxKP, B-N5ch 5 B-Q2, PxP 6 P-KN3, KN-K2 7 Q-R4, BxEch 8 QNxN, O-O 9 B-N2, N-N3 10 NxP, R-N1 11 Q-N5, Q-K2 12 O-O, P-QR3 13 Q-Q5, B-K3 14 Q-K4, BxN 15 QxB, N/BxP 16 NxN, NxN 17 Q-K4, KR-K1 18 QR-Q1, P-QB4 19 R-Q5, Q-B2 20 R/1-Q1, P-QB5 21 Q-B5, P-KN3 22 Q-B4, R-K2 23 P-KR3 R/1-K1 24 R/1-Q4, P-B6 25 PxP, QxP 26 K-R2, N-B3 27 R-B4, Q-R8 28 R-Q2, RxP 29 B-Q5, R/7-K2 30 BxN, PxP 31 RxP, Q-KB8 32 Q-B4, R-K7 33 RxR, RxR. Draw

Game 14

Yates - Alekine
Ruy Lopez

1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-N5	P-QR3
4 B-R4	P-Q3
5 N-B3

Most masters feel the best continuation here is 5 BxNch, PxP 6 P-Q4, but Yates, with his attacking style, dislikes exchanging his Bishop so early. The line 5 P-B3, B-Q2 (It is possible that 5...P-B4!? is stronger) 6 P-Q4 is often seen in international play. For 5...N-K2 see the game Ahues-Rubenstein.

5	B-Q2
6 P-Q3	P-KN3

This original system of development with ...N-R3, ...B-N2, ...P-B3, ...N-B2, etc. was introduced by Alekine in his match with Bogolubov in 1929. In the match, it was used in answer to 5 P-B3, B-Q2 6 P-Q4. The quiet text continuation is even less dangerous to this system.

7 N-Q5
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Better was 7 B-N5, P-B3 8 B-K3, N-R3 9 O-O, etc..

7	P-QN4
8 B-N3	N-R4

9 B-N5	P-KB3
10 B-Q2

Stronger was the natural 10 B-K3.

10	P-B3
11 N-K3

This is why the Bishop went to Q2. However, the Knight stands poorly here in relation to Black's pawn mass.

11	NxB
12 RPxN	N-R3
13 P-QN4

This is passive, and contrary to Yates' risky attacking style. Better was 13 P-Q4 to activate White's pieces.

13	P-KB4
14 Q-K2	N-B2
15 N-B1

White's position is poor. The following Knight tour does not improve matters.

15	Q-K2
16 N-N3	P-B5
17 N-B1	P-KN4
18 B-B3	P-KR4
19 N/3-Q2	B-N5
20 P-B3	B-K3
21 P-Q4

Beginning an attack. But if this is White's idea, why was it not played earlier?

21	B-N2
22 Q-Q3	PxP
23 BxP	N-K4
24 Q-K2	O-O
25 P-KR3	P-B4!
26 B-B3

After 26 PxP, PxP 27 B-B3, KR-Q1 White stands even worse.

26	PxP
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Game 16

Vidmar - Maroczy
Queen's Gambit

1 P-Q4, N-KB3 2 P-QB4, P-K3 3 N-QB3, P-Q4 4 B-N5,
QN-Q2 5 P-K3, B-K2 6 N-B3, O-O 7 R-B1, P-B3 8 B-Q3,
PxP 9 BxBP, N-Q4 10 BxB, QxB 11 O-O, NxN 12 RxN,
P-QN3? (Best is 12...P-K4) 13 Q-B2!, P-QB4 14 B-N5!
PxP 15 NxP, N-B3 16 R-B1, P-K4 17 R-B7, Q-Q3 18 Q-
B6, QxQ 19 NxQ, B-K3 20 NxKP, BxP 21 B-B6 21 B-B6,
QR-B1 22 RxRP, B-Q4 23 R/7-R1, P-N3 24 BxB, NxB
(It is difficult for White to use his extra Kingside
pawn because of the presence of so many pieces)
25 P-KN3, KR-K1 26 RxR, RxR 27 R-Q1, N-N5 28 R-Q4,
R-B8ch 29 K-N2, N-B3 30 NxN, RxN 31 K-B3, K-B1 32 K-
K2, K-K2 33 K-Q3, P-R4 34 P-R4, K-K3 35 P-B3, R-B8
36 R-QN4, R-B3 37 K-K4, P-B3 38 P-N4, PxP 39 PxP,
K-K2 40 P-N3, K-K3 41 R-N5, K-B2 42 K-B4, R-Q3
43 P-K4, R-Q8 44 RxP, R-B8ch 45 K-K3, R-KN8 46 P-N5?
(Here 46 P-R5! wins) PxP 47 PxP, RxP 48 K-Q4, R-N8
49 K-K5, P-N4 50 K-B5, P-N5 51 R-B6ch, K-K2 52 R-
KN6, P-N6 53 R-N7ch, K-B1 54 R-N4, K-K2 55 K-K5,
P-N7 56 P-N4, K-B2 57 R-N3, K-K2 58 R-N6, R-N8
59 R-N7ch, K-B1 60 RxP, RxP 61 K-B5, R-N4ch 62 P-K5,
R-N3 63 R-QR2, K-K2 64 R-R7ch, K-K1 65 K-K4, R-N4
66 R-R6, R-N2 67 R-R6, R-KB2 68 R-R8ch, K-K2 69 K-
Q5, R-N2 70 R-R8, R-N3 71 R-R7ch, K-K1 72 R-QB7,
R-QR3. Draw.

STANDINGS AFTER ROUND TWO

2 Alekine

1½ Rubenstein, Tartakover, Vidmar, Colle

1 Ahues, Bogolubov, Yates, Maroczy, Nimzovich

½ Arisa, Grau, Kmoch, Montichelli, Romi, Spielman

ROUND THREE

Game 17

Maroczy - Kmoch
Four Knight's Game

1 P-K4, P-K4 2 N-KB3, N-KB3 3 N-B3, N-B3 4 B-N5,

N-Q5 5 NxN, PxN 6 P-K5, PxN 7 PxN, QxP 8 QPxP, Q-K4
ch 9 Q-K2, QxQch 10 BxQ, P-Q3 11 B-K3, B-B4 12 B-Q3,
BxB 13 PxP, P-Q4 14 P-Q4, K-Q2 15 B-B4, R-K1ch
16 K-Q2, B-Q3 17 BxB, KxB 18 QR-K1, K-Q2 19 P-KR3,
RxR 20 RxR, R-K1 21 RxR, KxR 22 K-Q3, Draw.

Game 18

Spielman - Vidmar
Two Knight's Defense

1 P-K4, P-K4 2 N-KB3, N-QB3 3 B-B4, N-B3 4 P-Q3,
B-B4 5 N-B3, P-Q3 6 B-KN5, P-KR3 7 BxN, QxB 8 N-Q5,
Q-Q1 9 P-B3, N-K2 10 NxN, QxN 11 Q-K2, B-N5 12 P-KR3
BxN 13 QxB, Draw. One of the few "Grandmaster draws"
in this tournament.

Game 19

Alekine - Nimzovich
French Defense

1 P-K4	P-K3
2 P-Q4	P-Q4
3 N-QB3	B-N5
4 P-K5	P-QB4
5 B-Q2	N-K2

This is certainly not worse than 5...PxP 6 N-N5, B-
B4 7 P-QN4, B-B1 and Black's King position is inse-
cure.

6 N-N5	BxBch
7 QxB	O-O
8 P-QB3

To strengthen his pawn position in the center. 8 Px
P, N-Q2 gives Black good chances in the center.

8	P-QN3
--------	-------

This move is insufficient. Black must do something
immediately about the weak spot at his Q3. It fol-
lows to play 8...P-B3 and if 9 P-KB4, PxP 10 QPxP
(or 10 BPxP, N-B4 11 N-B3, P-QR3 with counterplay)N-
B4! 11 N-B3, P-QR3, etc. with very sharp play against
White's center pawns.

9 P-KB4 B-R3

Now 9...P-B3 gives nothing because of 10 N-B3 holding the K-5 square.

10 N-B3 Q-Q2?

This is a bad idea. Black should play 10...BxN 11 BxB, P-QR3 and then ...QN-B3 with equal play against White's center.

11 P-QR4 QN-B3

Black's position is unsatisfactory. Some commentators recommended 11...P-B5 but this is also insufficient: 12 N-Q6, N-B1 13 NxN and White after B-K2 and O-O would have a beautiful position on the Q-side.

12 P-QN4!

An energetic move, almost deciding the game. 12...P-B5 would give Black a very bad position. Opening the QB-file, on which Black decides, gives Alekine a chance to increase the pressure on the Q-side.

12 PxNP
13 PxP B-N2

Insufficient was 13...BxN 14 PxP, N-Q1 15 B-Q3 and Black has a very passive position, while White has King-side attacking chances.

14 N-Q6 P-B4
15 P-R5 N-B1

A natural move with the idea of exchanging the White knight. An alternative was to play 15...PxP 16 PxP, QR-N1 and then ...N-B1 to exchange the active knight.

16 NxP QxN
17 P-R6 Q-KB2
18 B-N5 N/1-K2
19 O-O P-R3

This is played to prevent 20 N-N5. If instead 19...Q-N3, then 20 P-KR4 intending P-R5.

20 KR-QB1 KR-QB1
21 R-B2 Q-K1

This leads to a piquant finale. If instead 21...N-Q1 then 22 R/1-QB1, RxR 23 RxR, R-QB1 24 RxR, NxR 25 Q-B3, N-K2 26 Q-B7, Q-B1 27 QxRP, etc.

22 R/1-QB1 QR-N1
23 Q-K3

Threatening the maneuver Q-R3-R4, winning a piece.

23 R-B2
24 R-B3!

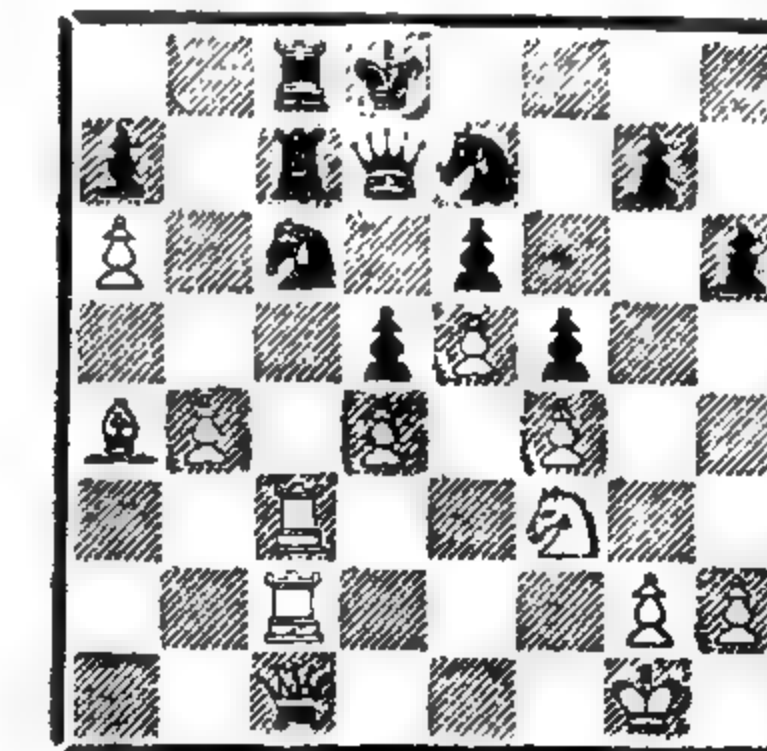
The decisive idea in the game. White will triple his heavy artillery on the QB-file.

24 Q-Q2
25 R-B2 K-B1
26 Q-B1 R/1-B1
27 B-R4

To threaten 28 P-N5.

27 P-QN4
28 BxP K-K1
29 B-R4 K-Q1

Now it seems that White will play 30 P-N5, N-N5 31 P-N6, RxR 32 BxQ, RxR, etc. Nevertheless, the following blow on the other flank immediately makes the situation clear.



30 P-R4! Resigns

After a few moves of the King-side pawns, Black must lose a piece.

Tartakower - Yates
Queen's Gambit

1 P-Q4 P-K3
2 P-KN3

The Tartakower Opening! This is sometimes called the Catalan Opening because of the tournament in Barcelona in 1929 in which many games were played with this opening.

2 P-Q4
3 B-N2 N-KB3
4 N-KB3 QN-Q2
5 O-O P-QN3
6 P-N3 B-N2
7 B-N2 B-Q3
8 N-K5

White seizes a strong forepost. Besides the text move involves a pawn sacrifice: 8...BxN 9 PxB, N-N5 10 P-K4! with good play.

8 Q-K2
9 P-QB4 O-O
10 PxP PxP
11 N-B4

An energetic maneuver aimed at gaining the advantage of the two bishops.

11 KR-K1
12 NxB QxN
13 N-B3 N-B1
14 R-B1 N-K3
15 Q-Q3 QR-Q1
16 KR-Q1

Of course not 16 N-N5, Q-Q2 17 NxRP? because of 17...P-B3.

16 P-QR3
17 R-Q2 N-N4
18 R/2-B2 Q-Q2
19 N-Q1 P-B3

But not 19...N-R6ch because of 20 K-B1.

20 P-B3 Q-K2
21 N-B2 P-R3

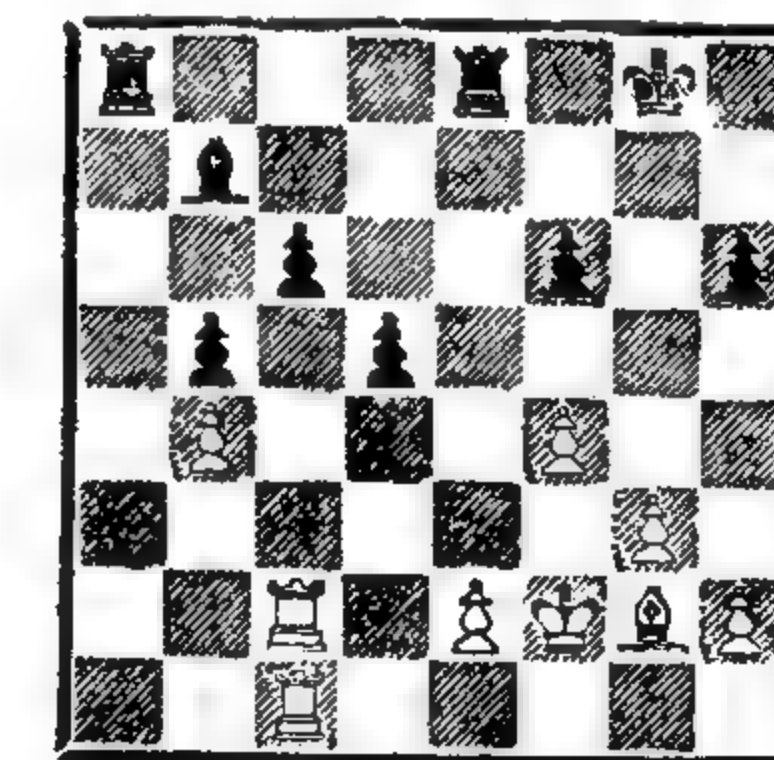
A gross blunder would be an attempt to exchange Queens by 21...Q-K6? because of 22 QxQ, RxQ 23 P-KR4, N-K3 24 N-Q1.

22 R-K1 P-QR4
23 Q-Q2 P-R5
24 N-Q3 PxP
25 PxP N-K3
26 R/1-QB1 N-Q2
27 P-QN4 Q-B3
28 N-K5 NxN
29 PxN Q-N3
30 B-Q4! NxB
31 QxN P-N4
32 P-B4 P-B3
33 PxP QxBP
34 QxQ PxQ
35 K-B2

35 R-R1 gives nothing because of 35...R-R1 36 RxR, RxR 37 P-K4, R-R5 etc.

35 R-R1

If 35...K-N2 then 36 R-QR1, R-QR1 37 R/2-R2, RxR 38 RxR, R-QR1 39 RxR, BxR 40 K-K3 and Black has a poor position because of his weak pawns. Nevertheless, this is better than the move in the text.



36 RxB!

This is decisive for the exchange White gets two pawns and a strong position.

36 BxR
37 RxB P-Q5
38 B-Q5ch K-R1
39 RxP QR-B1

Bad was 39...R-R5 40 RXPch, K-N2 41 R-QN6, RxNP 42 B-B6, R-K6 43 RxP, etc.

40 B-B6

Less strong was 40 RXPch, K-N2 41 R-QB6 (Not 41 R-K6, RxR 42 BxR, R-B7) RxR 42 BxR, R-QN1 43 K-B3, R-N3! 44 B-Q5, R-QR3 45 K-K4, R-R5 46 KxP, RxPch and Black's drawing chances are not bad.

40 K-N2
41 BxR KxR
42 BxP R-QN1
43 B-Q3 RxP
44 P-N4!

The decisive continuation. White's King-side pawns cannot be stopped.

44 R-N1
45 P-KR4 R-K1
46 P-N5ch K-N2
47 K-B3

After 47 P-B5, PxP! 48 RPxP, R-K6 this line is not possible.

47 R-K6ch

Or 47...P-R4 48 P-B5, R-K6ch 49 K-B4, R-R6 50 P-B6ch, K-B2 51 K-B5, and White wins.

48 K-N4 R-K1
49 P-B5 PxP
50 PxP R-QB1
51 K-B4 R-B2
52 K-K5 K-B1
53 P-N6 R-B1

P-B6 could also follow 53...R-B4ch 54 K-Q6 or 53...R-K2ch 54 K-Q6.

54 P-B6 R-K1ch
55 KxP R-Q1ch
56 K-B3 Resigns

Game 21

Ahues - Montichelli
Ruy Lopez

1 P-K4 P-K4
2 N-KB3 N-QB3
3 B-N5 P-QR3
4 B-R4 N-B3
5 O-O NxP
6 P-Q4 P-QN4
7 B-N3 P-Q4
8 PxP B-K3
9 P-B3 B-K2
10 P-QR4 N-R4?

This is a very weak response. Lasker against Perlis in St. Petersburg, 1909 played 10...P-N5! and quickly got the better position.

11 PxP PxP
12 B-B2 O-O
13 N-Q4!

Threatening not only 14 NxP, but 14 RxN, RxR 15 N-B6 and also 14 P-B3! N-N4 15 P-KR4 or 14...N-B4 15 P-QN4.

13 N-B5
14 RxR QxR
15 P-B3 N-B4
16 P-QN4 N-R3
17 P-B4! P-QB4

This leads to a quick loss, but after 17...P-N3 18 P-B5 White has a powerful attack.

18 NxB PxN
19 Q-R5 Resigns

On 19...P-R3 follows 20 Q-N6, threatening mate in two moves. Nevertheless, by playing 19...R-B4 20 BxR, PxP 21 QxBP, PxP Black could have continued the game.

Game 22

Romi - Grau
Queen's Pawn Game

1 P-Q4, N-KB3 2 B-B4, P-QB4 3 P-K3, P-K3 4 N-B3, PxP
5 PxP, Q-N3 6 Q-B1, N-B3 7 P-B3, P-Q4 8 B-Q3, B-K2
9 QN-Q2, N-KR4 10 B-N3, NxP 11 R-PxN, P-KR3 12 N-B1,
B-Q2 13 N-K3, R-QB1 14 Q-Q2, B-Q3 15 Q-K2, N-R4 16
NxP, Q-Q1 17 N-K3, O-O 18 O-O, N-B3 19 N-B4, B-N1 20
Q-K4, P-B4 21 Q-K2, Q-B3 22 KR-K1, QR-K1 23 N/4-K5,
NxN 24 NxN, B-B1 25 P-KB4, P-KN4 26 Q-R5, K-N2 27 K-
B2, R-R1 28 R-K3, P-R3 29 R/1-K1, P-N4 30 B-B2, B-B2
31 B-N3, R-Q1 32 P-R3, R-Q3 33 N-B3, P-N5 34 N-K5,
B-N3 35 R/1-K2, R/1-Q1 36 R/2-K1, P-R4 37 N-Q3, R-B1
38 R-K5, B-Q2 39 N-B5, BxN 40 RxP, RxP 41 R-B7, R-Q7
ch 42 K-N1, R-B2 43 RxP, R/7xR 44 RxP, R/Q-K2 45 RxQ,
RxR 46 K-B2, P-R5 47 B-R2, R-B1 48 B-N1, R-Q1 49 BxP,
R-Q7ch 50 K-N1, R-Q8ch 51 K-R2, R/2-K8 52 Q-N6ch, K-
B1 53 QxPch, K-K2 54 Q-N7ch, K-K1 55 Q-N8ch, K-K2 56
Q-N5ch, K-B1 57 Q-R6ch, K-K2 58 Q-N7ch, K-K1 59 B-Q7
ch, K-Q1 60 Q-N8ch, K-B2 61 Q-B8ch, K-Q3 62 Q-B6ch,
K-K2 63 Q-B5ch, KxB 64 QxPch, K-B2. Draw.

Game 23

Bogolubov - Rubenstein
Queen's Gambit

1 P-Q4	P-Q4
2 N-KB3	N-KB3
3 P-B4	P-K3
4 B-N5	QN-Q2
5 P-K3	B-K2
6 N-B3	O-O
7 R-B1	R-K1
8 P-QR3	P-QR3
9 PxP

Thus, the Carlsbad Variation gets a new life in San Remo. Normally, Black gets play in the center after the exchange on Q5, and White gets play on the Queenside.

9	PxP
10 B-Q3	P-B3
11 O-O	N-B1

12 Q-B2	N-R4
13 BxB	QxB
14 P-QN4

White intends to exert pressure by the minority attack with P-QR4, P-N5, etc., leaving Black weak on QB3, or Q5 or QN7.

14	B-K3
15 Q-N2	QR-Q1
16 P-QR4



16	P-KN4!
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This strong move shows Rubenstein's determination to meet White's advance with an interesting counter-attack on the other flank. The struggle now becomes very intent.

17 P-N5	RPxP
18 RPxP	P-N5
19 N-Q2

Of course not 19 N-K5 because of P-B3 and not 19 N-K1 blocking the rook.

19	B-B1
20 KR-K1	P-KB4!

Black does not intend to allow P-K4 as the position of its King is too open. He intends to attack the weak points in White's castled position - KB2 and KR2.

21 N-R2
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After this maneuver, Black's position on the Queenside seems critical as his weak QBP is exposed to the full force of White's army.

21	R-Q3
22 PxP	PxP

23 Q-N6	B-Q2
24 N-N4	N-B3!

Black decides to occupy his K5 square. As a result of this, the KB-file is quickly opened for a new counter-attack. Now the immediate 25 NxBP, after 25...Q-K3 26 B-N5, R-B1 leads to loss of a piece.

25 R-B2	N-K5
26 BxN

And still 26 NxBP is bad because of 26...BxN 27 BxN, B-Q2 etc.

26	BPxB
27 R/1-QB1	Q-B3
28 Q-N7	R-K2!

Rubenstein shows extraordinary defensive skill in this game. Black not only defends his QB3, but after ...R-B2 threatens White's KB2.

29 Q-R8	R-B2
30 N-B1	P-R4
31 N-N3	P-R5

If 31...R-R2 or 31...Q-N3 then 32 N-K2 allows the knight to reach KB4.

32 N-R5	Q-N4
33 Q-N8!

White plays this fine move to parry the exchange sacrifice after 33 N-B4, RxN 34 PxR, QxP.

33	R-R3
34 N-B4	P-N6!
35 NxBP?

As a result of this, Black is able to engage white in complications. Correct was 35 BPxP, PxP 36 P-R3. Black obtains nothing by 36...BxP 37 PxP. If instead, 36...R/2-B3 then 37 R-R2. Rubenstein in this game shows an idea new to theory for Black's counter-play on the K-side in the Carlsbad Variation.

35	PxBPch
36 KxP	BxN
37 RxB	RxR
38 RxR	P-R6!

This move forces a weakness at KB3 allowing strong counterplay.

39 PxP	Q-R4
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Black now threatens to win a piece by Q-B6ch and QxKPch.

40 K-K1	Q-B6
41 R-N6ch

White cannot play 41 NxP, Q-B8ch 42 K-Q2, Q-Q6ch 43 K-B1, R-B8ch 44 K-N2, R-B7ch with a quick mate.

41	K-R2
42 R-N5	Q-R8ch
43 K-Q2	Q-R8!

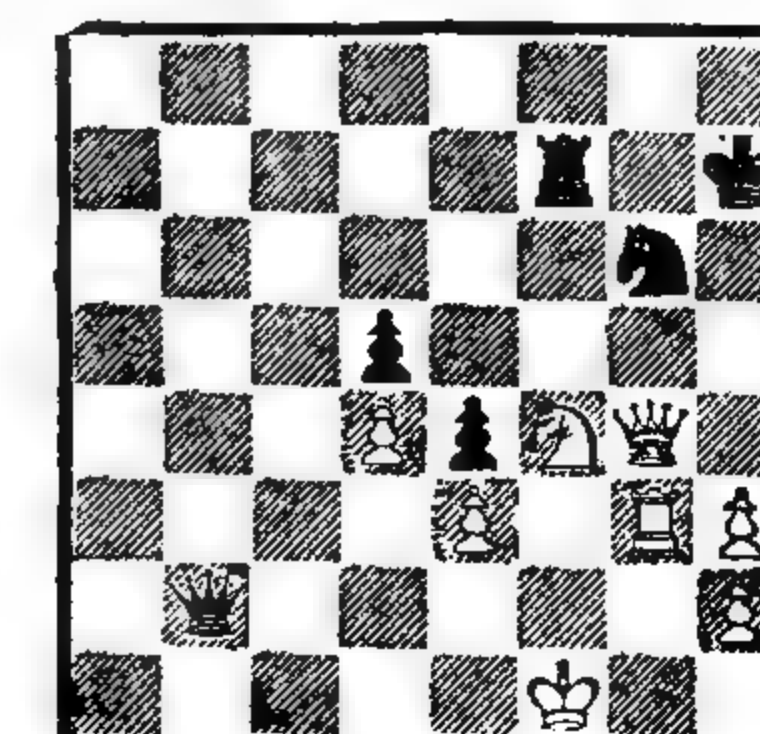
Black refrains from 43...QxPch 44 R-N2, Q-R8 45 Q-K5, which gives the attack to White.

44 Q-B8!
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Even better! Weaker was 44 Q-K5, Q-N7ch 45 K-K1, Q-B8ch 46 K-B2, Q-Q7ch 47 K-N1, Q-Q8ch 48 K-N2, Q-Q7ch 49 K-R1, Q-Q8ch 50 R-N1, Q-B6ch 51 N-N2, R-B4 52 Q-N3 (52 Q-K7ch, K-N3 and White also has nothing).

44	Q-R7ch
45 K-K1	Q-R8ch
46 K-K2	Q-N7ch
47 K-B1	N-N3
48 Q-N4

White does not have a win after 48 RxN, RxNch 49 PxR, Q-R8ch 50 K-N2, Q-R7ch and then KxR. After the text move, Black's position seems extremely difficult. For example, 48...Q-B8ch 49 K-N2, Q-Q7ch (49...NxNch 50 PxN, Q-Q7ch 51 K-R1, Q-B8ch 52 R-N1, etc.) 50 K-R1, Q-K8ch 51 R-N1, and Black cannot defend the mating threats. Nevertheless, Rubenstein finds a surprise after which the struggle enters a new phase.



48	RxNch!
49	PxR	Q-B8ch
50	K-B2

After 50 K-N2 or 50 K-K2, White is met by NxPch.

50	Q-Q7ch
51	K-N1

Now Black cannot play 51...QxQPch 52 K-R1 and White is safe from checks and the Black King exposed to mating threats.

51	Q-B8ch
52	K-B2	Q-Q7ch
53	Q-K2	QxQPch
54	Q-K3	Q-N7ch
55	K-B1	Q-R8ch
56	K-K2	Q-N7ch
57	K-Q1	Q-N8ch

Bad was 57...QxP because of 58 P-B5. If instead 57...Q-R8ch then after 58 Q-B1, Black also has problems-on 58...Q-Q5ch 59 K-K2, or 58...Q-R5ch 59 K-K1, Q-N5ch 60 Q-Q2 the checks are quickly exhausted.

58	Q-B1	QxQch
59	KxQ	NxP

Now Black's drawing chances are not bad, because he has two strong center pawns as compensation for the exchange.

60	R-N4!
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Also, 60 K-B2 prevents 60...P-Q5: 61 R-N4, P-Q6ch 62 K-Q2, etc.

60	N-K3
61	K-Q2	K-R3

Black's plan is clear. He will attempt to centralize the position of his knight and pawns while attacking the position of White's rook.

62	K-K3	K-R4
63	R-N8	K-R5

Not good was 63...N-N4 64 K-B4, NxPch 65 K-B5, and Black loses a piece.

64	R-N6	N-B2
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Of course not 64...N-N4? 65 R-R6, mate. Black must be very careful: 64...N-B4? 65 R-R6ch, K-N4 66 R-Q6 wins the QP.

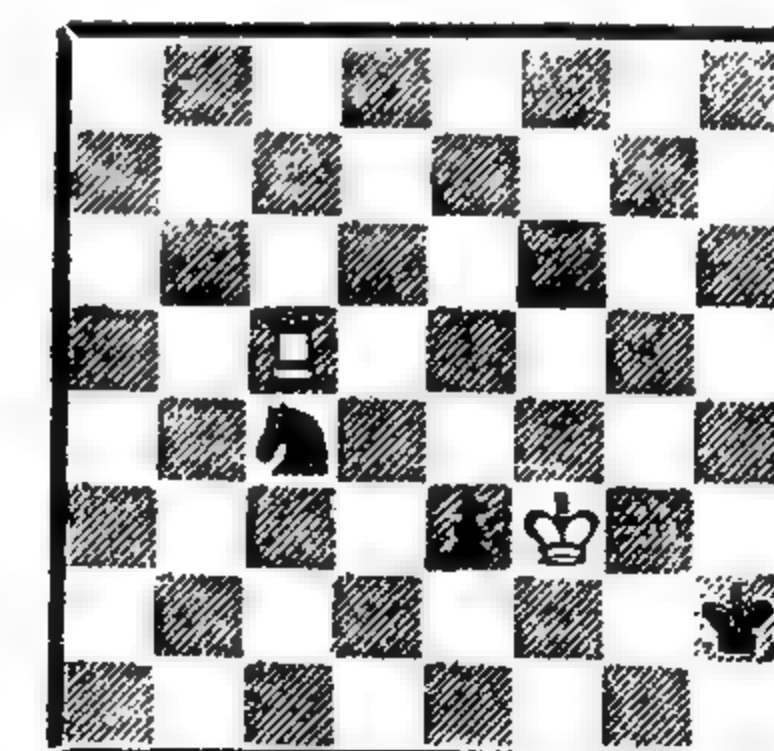
65	R-QB6	N-K1
66	R-B8	N-Q3

If 66...N-B3 then not 67 R-B8, K-N4! (67...N-R4 68 R-B5, N-N2 69 RxP, KxP 70 KxP, KxP 71 R-Q7, N-K1 72 K-K5 and the Black knight is trapped) 68 P-R4ch, K-N3 when Black stands well, but 67 K-B4, KxP (67...N-R4 ch 68 K-B5, N-N2ch 69 K-N6 and wins) 68 R-R8ch?, K-N7 69 R-R6, P-K6! (69...N-Q2 70 P-R4) 70 RxN, P-K7 71 R-K6, K-B7 72 P-R4, P-Q5; or 72 RxPch, KxR 73 K-K5, K-B6 and a draw. In this last variation, instead of the rook check, correct was 68 R-KB8, N-R4ch 69 K-K3! and Black cannot play either KxP because of R-KR8 or N-N2 because of R-R8ch and then R-KN8. If instead, 68...N-Q2 then 69 R-Q8, N-B3 70 R-Q6 and White should win.

67	R-Q8	N-B5ch
68	K-B4	KxP
69	RxP	P-K6

In case of 69...KxP 70 KxP, the Black King is badly placed. If 70...N-N7 then 71 R-Q4 and the White King travels to QB2 winning the knight. After 70...N-R6, White traps the knight by 71 K-Q3.

70	K-B3	KxP
71	R-QB5



71	N-Q7ch
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And on the best retreat to Q3, there is a different winning method. For example: 71...N-Q3 72 R-R5ch, K-N8 73 KxP, K-N7 74 R-Q5, N-B5ch 75 K-Q3, N-N3 76 R-Q6, N-B1 77 R-K6, K-B6 78 K-Q4, any 79 K-B5 and the Black knight is lost.

72	KxP	N-B8ch
73	K-B7	N-N6
74	R-K5	N-R8ch
75	K-B6	N-N6

Or 75...K-N8 76 R-K2, K-B8 77 R-N2. Or 75...K-R6 76 R-R5, mate.

76	R-KN5	N-B8
77	K-B7	Resigns

Game 24

Araisa - Colle
Nimzoindian Defense

1 P-Q4, N-KB3 2 P-QB4, P-K3 3 N-QB3, B-N5 4 Q-N3, BxNch 5 QxB, N-K5 6 Q-B2, P-Q4 7 N-B3, O-O 8 P-K3, P-QN3 9 PxP, PxP 10 B-Q3, B-N2 11 O-O, N-Q2 12 B-Q2, P-QB4 13 PxP, N/2xP 14 B-N4, R-B1 15 N-Q4, Q-B3 16 P-B3, NxN 17 QxN, N-B4 18 Q-B5, QxQ 19 NxQ, R-B2 20 KR-Q1, P-N3 21 N-R6ch, K-N2 22 N-N4, P-B3 23 B-B3, P-KR4 24 N-B2, R-K1 25 B-Q4, N-K3 26 QR-B1, R/2-K2 27 B-B3, N-B2 28 B-Q2, P-R4 29 P-R4, N-R3 30 N-Q3, P-KN4 31 K-B2, B-B1 32 R-B6, B-B4 33 B-B3, R-K3 34 RxR, RxR 35 P-R4, K-N1 36 PxP, PxP 37 N-K5, R-Q3 38 P-K4, B-K3 39 PxP, RxP 40 RxR, BxR 41 N-Q7, B-B3 42 NxP, N-B4 43 K-K3, NxP 44 NxN, BxN 45 BxP, K-B2 46 B-Q8, K-N3 47 P-QN4, K-B4 48 K-Q4, B-N4 49 B-B7, P-R5 50 K-K3, B-B3 51 B-Q8, B-N4 52 K-B2, B-B3 53 B-B7, B-N4 54 K-N1, B-B3 55 K-R2, B-N4 Draw.

STANDINGS AFTER ROUND THREE

3	Alekine
2½	Tartakower
2	Ahues, Bogolubov, Vidmar, Colle
1½	Maroczy, Rubenstein
1	Araisa, Grau, Yates, Knoch, Nimzovich, Romi, Spielman
½	Montichelli

ROUND FOUR

Game 25

Knoch - Colle
Nimzo-Indian Defense

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-QB3	B-N5
4	Q-N3	BxNch

A new attempt which nevertheless has not proven itself. The old continuation 4...P-B4 5 PxP, N-QB3 6 N-KB3 is very strong for Black. An example of the variation is the game Spielman-Saemisch, Carlsbad, 1929 (See also the game Bogolubov-Nimzovich in Round Seven) 6...N-K5 7 N-Q2, NxN/7. Besides this, here are the possibilities of four other continuations:

1) 6...Q-R4 7 B-Q2, QxBP 8 P-QR3, BxN 9 BxB, N-QR4! 10 BxN, QxBch 11 Q-N4, Q-B2 12 P-K3, P-QN3 (Aguiler-Capablanca, Barcelona, 1929).

2) 6...O-O 7 B-N5, P-KR3 8 B-R4, P-KN4! 9 B-N3, N-K5 10 P-K3, Q-R4 11 R-B1, P-B4 (Winter-Capablanca, Hastings, 1929/30).

3) 6...BxBP 7 B-N5, O-O 8 P-K3, P-QN3 9 R-Q1, B-K2 10 B-K2, B-N2 11 O-O, Q-B1! 12 P-QR3, R-Q1 13 R-QB1, P-Q3 (Johner-Grinfeld, Carlsbad, 1929).

4) 6...N-K5! 7 B-Q2, NxQBP! 8 Q-B2, P-B4 (See Bogolubov-Nimzovich in Round Seven).

5	QxB	N-K5
6	Q-B2	P-Q4
7	P-K3	O-O
8	B-Q3	P-KB4

Thus, Black chooses a Stonewall. This variation is difficult for him, because he lacks a Black-squared bishop.

9	N-B3	N-Q2
10	P-QN3	P-B3
11	B-N2	Q-K2
12	P-QR3	P-QR4
13	N-K5	NxN

There is a good reason why Black has not developed his QB here. Colle has decided to play on the diagonal a8-h1. If immediately 14...P-QN3, then White seizes the QB-file (15 PxP!). Black therefore exchanges on QB5.

15 B-K2	PxP
16 PxP!	P-QN3
17 O-O	B-N2
18 B-Q4	P-R5?

Black chooses an incorrect plan. He should move the knight and then play P-B4. Instead, he attempts to get the knight to N6 against which White has sufficient resources. He should play 18...N-Q2 with the main variation 19 B-KB3, QR-N1 20 KR-Q1, P-B4 21 B-B3 (21 BxB, PxP!) BxB 22 PxB, P-B5! 23 Q-K4, R-B4 with counterplay.

19 QR-Q1	R-R3
20 B-N2	R/3-R1
21 B-KB3	KR-Q1
22 Q-B3!

This move threatens to play R-Q6 because of the mating threat at Black's KN2 after ...RxR, PxR.

22	N-N6
23 R-Q6	RxR

Besides 24 BxP, also threatened is 24 Q-N4 or even 24 R/1-Q1. Black's game is hopeless.

24 PxR	Q-Q2
25 R-Q1	R-K1

Or 25...P-B4 26 BxB, QxB 27 P-Q7 and wins.

26 Q-N4	N-R4
27 P-B5!	P-K4
28 QxRP	P-K5
29 B-R5	R-R1
30 PxP	Q-Q1
31 P-Q7	Resigns

If 31...QxNP then 32 B-QB3 (N-N6 33 QxRch).

Rubenstein - Araisa Queen's Gambit

1 P-Q4	N-KB3
2 N-KB3	P-K3
3 QN-Q2	P-Q4
4 P-K3	P-B4
5 P-QR3

Rubenstein often plays this quiet variation of the Queen's Opening.

5	PxP
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Better it seems was the solid 5...N-B3.

6 PxP	N-B3
7 B-Q3	B-Q3
8 O-O	Q-B2
9 R-K1	B-Q2
10 P-B3	O-O-O

This is, of course, more dangerous than 10...O-O as Spielmann played in his 13th Round game against Rubenstein, though White, after 11 P-R3, P-QR3 12 N-B1, P-R3 13 N-K3, P-QN4 14 N-N4, got a good attack.

11 Q-K2	N-KR4
12 N-N3	P-B3
13 P-B4

In spite of his lag in development, White gives his opponent problems in the center.

13	QR-K1
14 Q-B2	P-KN4

Threatening to win the KRP. An alternate attacking plan for Black is not clear. On 14...PxP follows 15 BxP, P-K4? 16 B-B7.

15 P-N3	PxP
16 BxBP	N-Q1
17 B-Q2	B-B3

The attempt 17...B-N4 is met by 18 N-B5! More de-

serving of consideration was 17...P-N4! to exchange Queens.

18 Q-Q3 K-N1

To threaten ...BxN and then ...QxB.

19 QR-B1 Q-N2
20 P-Q5!

White begins a decisive attack.

20 PxP
21 BxQP B-B2
22 N-B5

White threatens 23 BxB, NxB (PxB 24 N-Q4!) 24 NxQNP! KxN 26 Q-N5ch and wins.

22 BxB
23 QxB

With the new threat of 24 N-Q7ch, K-B1 25 RxBch!, KxR 26 B-R5ch, K-B1 27 R-Blch and mate in two moves.

23 Q-B2?

This loses. Black must play 23...R-K2 24 N-Q4!

24 N-Q7ch! Resigns

The Queen is lost after 24...K-R1 25 RxB or 24...K-B1 25 RxBch! KxR 26 R-Blch, N-B3 27 QxQ.

Game 27

Grau - Bogolubov
King's Indian

1 P-Q4, N-KB3 2 P-QB4, P-KN3 3 N-KB3, B-N2 4 N-B3, O-O 5 P-K4, P-Q3 6 B-K2, QN-Q2 7 O-O, P-K4 8 PxP, PxP 9 Q-B2, R-K1 10 R-Q1, P-B3 11 P-KR3, Q-B2 12 B-K3, P-KR3 13 P-QN4, P-KN4 14 P-N4, N-R2 15 B-KB1, N/R-B1 16 N-K2, N-K3 17 N-N3, P-QR4 18 P-R3, PxP 19 PxP, RxR 20 RxR, P-QB4 21 PxP, N/2xP 22 N-B5, B-Q2 23 N-Q2, N-Q5 24 BxN, PxB 25 NxB, KxN 26 Q-N2, Q-Q3 27 N-N3, NxN 28 QxN, B-B3 29 B-Q3, Q-B3 30 R-K1, Q-B6 31 Q-B2, QxRP 32 Q-K2, R-QR1 33 P-B3, R-R6 34 R-

Q1, Q-N6ch 35 Q-N2, QxQch 36 KxQ, K-B3 37 K-N3, K-K4 38 R-Q2, K-Q3 39 K-B2, K-B4 40 K-K2, B-R5 41 R-N2, B-N6 42 R-N1, P-N3 43 P-K5, R-R7ch 44 K-K1, K-N5 45 B-K2, K-B6 46 R-Blch, B-B7. White Resigns.

Game 28

Montichelli - Romi
Queen's Gambit

1 P-Q4, P-Q4 2 P-QB4, P-QB3 3 P-K3, N-KB3 4 N-QB3, P-K3 5 B-Q3, QN-Q2 6 N-B3, B-N5 7 O-O, Q-K2 8 Q-N3, B-Q3 9 P-K4, PxBP 10 BxP, P-K4 11 N-KN5, O-O 12 P-B4, PxQP 13 P-K5, PxN 14 PxB, QxP 15 BxPch, K-R1 16 B-K3, N-B4 17 QxBP, N/4-K5 18 Q-K5, Q-Q6 19 B-Q4, B-N5 20 QR-K1, QR-K1 21 BxR, RxB 22 QxRch, NxQ 23 RxN, N-B3 24 BxN, PxB 25 R-K8ch, K-N2 26 N-K6ch, K-B2 27 R-K1, BxN 28 R/8xB, Q-Q5ch 29 R/6-K3, QxNP 30 R/1-K2, Q-Q5 31 P-N3, P-QB4 32 K-B1, Q-Q2 33 K-K1, P-B5 34 R-Q2, Q-B3 35 K-Q1, P-N4 36 P-B5, P-B6 37 R/2-K2, Q-Q4ch 38 K-B1, QxBP 39 RxP, P-QR4 40 P-QR3, Q-B8ch 41 K-Q2, K-N3 42 R-N3, Q-B4 43 R/2-K3, Q-B7ch 44 R-K2, Q-Q5ch 45 K-K1, P-N5 46 PxP, PxP 47 R/2-K3, K-N4 48 P-R3, P-R4 49 K-K2, P-B4 50 R-KB3, P-R5 51 PxPch, QxP 52 R/N-K3, Q-B5ch 53 K-B2, P-B5 54 R-QN3, K-B4 55 K-K1, K-K5 56 K-Q2, Q-N1 57 K-K2 Draw.

Game 29

Yates-Ahues
Ruy Lopez

1 P-K4, P-K4 2 N-KB3, N-QB3 3 B-N5, P-QR3 4 B-R4, N-B3 5 O-O, B-K2 6 R-K1, P-Q3 7 P-B3, B-Q2 8 P-Q4, O-O 9 QN-Q2, PxP 10 PxP, R-K1 11 N-B1, P-Q4 12 P-K5, N-K5 13 N-N3, NxN 14 RPxN, N-N5 15 B-N3, B-KB4 16 B-K3, P-QR4 17 P-R3, N-R3 18 R-QB1, P-QB3 19 B-B2, Q-Q2 20 Q-Q2, N-B2 21 N-R2, BxB 22 RxB, P-B3 23 P-B4, PxP 24 QPxP, P-R5 25 Q-Q3, R-KB1 26 B-N6, N-K3 27 P-B5, N-N4 28 P-KN4, Q-K1 29 N-B3, R-R3 30 B-Q4, Q-Q1 31 P-K6, NxNch 32 PxN, B-B3 33 BxB, QxB 34 P-K7, R-K1 35 R-K6, Q-N4 36 R/2-K2, Q-B5 37 P-B6, R-N3 38 R-R2, Q-B8ch 39 K-N2, RxPch 40 R-K2, Q-QN8 41 QxQ, RxQ 42 RxP, PxP 43 R-R5, P-Q5 44 R-Q2, RxP 45 RxP, R-N6 46 RxP, R-K7ch 47 K-N3, R/7-K6 48 R-KB4, K-N2 49 R/5-B5, R-K3 50 R-Q4, K-N3 51 R-Q7, P-N4 52 R-QR7, R-B6

53 R-R6, R-K7 54 R-R8, R/7-K6 55 R-R6, R-K7 56 R-R8.
 R/7-K6 57 R-KB8, R-K3 58 R-N8ch, K-R2 59 R-R8, K-N3
 60 R-B4, R/3-K6 61 P-R4, PxP 62 R-KB8, R-K3 63 RxRP,
 K-N2 64 R-B8, K-N3 Draw.

Game 30

Nimzovich - Tartakover
 Queen's Gambit

1 P-Q4	P-Q4
2 P-QB4	N-QB3
3 N-QB3	P-K4

A risky attempt which gets Black into great difficulties. Chigorin, the author of this variation, played here 3...PxP, with the continuation 4 P-Q5, N-R4 5 Q-R4ch, P-B3 6 P-QN4, P-QN4 7 QxN, QxQ 8 PxQ, P-N5 and then PxP. Nevertheless, White can play 4 P-K3 and then BxP obtaining the better game. Clearly less dangerous for Black is 3...N-B3.

4 BPxP	NxP
5 P-K3	N-B4
6 P-K4	N-Q3
7 P-B4	PxP

This is clearly an error. Now the center belongs to White and Black has a difficult position.

8 BxP	P-QR3!
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If, instead, 8...N-K2 then 9 P-K5, N/3-B4 (9...N-N3? 10 PxN, NxP 11 Q-R4ch) 10 P-KN4, N-R5 11 B-KN5, etc.

The text move prevents White's pieces from QN4 and avoids complications. For example, 9 P-K5, N-N4 and if 10 NxN, PxN 11 BxPch, P-B3 with a counter-threat of check on QR4, though White could play stronger 10 BxNch, PxP 11 NxP, but in this case he has weakened his central squares, which gives Black enough compensation for the pawn. One possible continuation of the attack would be 11...B-N5ch 12 N-B3, R-R4! etc.

9 B-Q3	N-K2
10 B-N3	N-N3
11 Q-R5	Q-Q2!

With threat of ...Q-N5.

12 P-KR3	N-N4
13 N-B3	B-B4
14 N-K5!

This is very strong, as after 14...NxN 15 BxN, Black's Kingside is threatened.

14	Q-K2!
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An energetic and natural answer.

15 N/3xN	PxN
16 NxN

If 16 BxPch, then K-Q1!. In this position, White must defend his center because of the threats B-Q3, and P-B3. For example, 17 NxN, QxPch or 17 K-Q1, B-Q3 18 NxN, BPxN 19 BxB, PxP! 20 Q-K2, R-B1 and though Black's pawns are weak, the position of White's King gives Black the initiative.

16	BPxN
17 Q-K5

Bad now was 17 BxPch, P-B3! 18 PxP, O-O with a sharp attack on the King. In his difficult position, Tartakover's defense is also sharp. He reaches the worse endgame, but recovers from his opening errors.

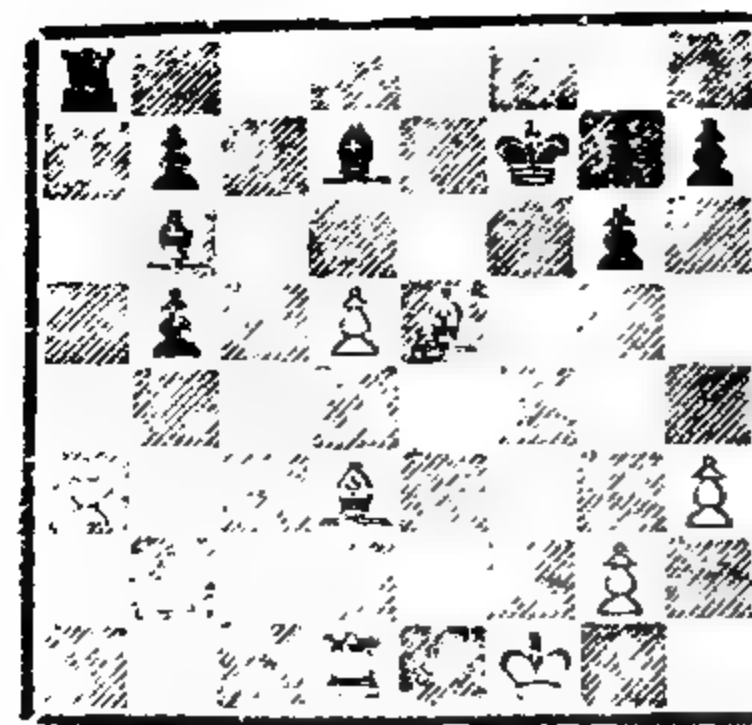
17	P-B3!
18 R-KB1	R-B1
19 P-R3	RxRch
20 KxR	B-Q2
21 R-B1	B-N3
22 R-Q1	QxQ
23 BxQ	PxP

Black tries to improve his position by exchanges. If instead 23...K-B2, then 24 B-N1 threatening an attack after PxP and B-R2ch.

24 PxP	K-B2
--------	------

A critical position. Black has developed himself but his pawns are the weaker.

See diagram at top of next page.



25 B-Q6 K-N1
26 B-N4 R-QB1
27 R-K1 B-QB4!

Now on 28 R-B1, BxB! 29 RxRch, BxR 30 PxB, B-Q2 and Black, bringing his King to Q3, draws.

28 BxB

On retreating the bishop follows ...R-B1ch.

28 RxB
29 B-K4 K-B1
30 K-B2 P-N5!

This is very energetic. On 31 PxP, follows R-B5 and Black gets counterplay on the ON file.

31 K-K3 PxP
32 K-Q4 R-R4
33 PxP RxRP
34 K-B5 R-R3
35 B-B3 R-KB3

With the idea of ...P-N3ch to keep the opponent's King out. If White plays instead 35 P-Q6, then also ...P-N3ch gives some advantage. White's following move is therefore forced.

36 R-QN1 P-QN4
37 B-K2 R-B7!
38 R-KB1

On 38 B-B3 follows BxP. Black plays sharply in the final struggle.

38 RxR
39 BxR K-K2
40 BxP

On 40 P-Q6ch, could follow K-K3 41 B-K2, P-R4 42 P-N4, P-R5 43 P-N5, K-K4 44 B-N4, BxB 45 PxB, K-K3!
(But not 45...P-R6? 46 P-Q7, P-R7 47 P-Q8(Q), P-R8(Q) 48 Q-N8ch or Q-Q6ch and wins.) 46 K-B6, P-R6 47 P-Q7, P-R7 48 P-Q8(Q), P-R8(Q)ch 49 KxP?, Q-Q4ch and wins.

40 B-B1
41 B-Q3 B-Q2
42 B-B2 B-B1
43 K-B6 K-Q1
44 B-Q3 B-Q2ch
45 K-Q6 B-B1
46 P-R4 B-Q2
47 P-N3 B-N5
48 B-B4 P-R3
49 B-Q3 P-N4
50 PxP PxP
51 B-N6 B-Q2
52 B-B7 B-B4
53 B-K6 B-B7
54 B-N4 B-R5
55 K-K5 K-K2
56 B-B5

On 56 K-B5 follows ...B-Q2ch 57 KxP, BxB 58 KxB, K-Q3 59 K-B5, KxP 60 P-N4, K-Q3 61 K-N6, K-K4 and draws.

56 B-Q8
57 B-B8 B-B7
58 B-N7 B-Q8
59 K-B5 B-B7ch
60 KxP K-Q3
61 P-N4 K-K4
62 K-R5 B-Q8
63 K-R4 B-N6
64 K-N5 B-B7

And 64...BxP also gives a draw. Draw.

Game 31

Vidmar - Alekine
Nimzoindian

1 P-Q4 P-K3
2 P-QB4 N-KB3
3 N-QB3 B-N5

4 Q-B2 P-Q4
5 P-QR3

A move in the school of Tarrasch, to induce Black to exchange Bishop for Knight. But White loses time, which gives Black a chance to counter energetically in the center.

5 BxNch
6 QxB N-K5
7 Q-B2 N-QB3?

Black is hoping for the answer 8 N-B3, when the position of his Knight on K5 would be secure. But White is not compelled to play 8 N-B3, and Black has obstructed the development of his own Queen's flank.

8 P-K3 P-K4
9 P-B3?

This answer allows Black to employ energetic tactics in the center. Correct was 9 BPxP, QxP 10 B-B4, Q-R4ch 11 P-N4, NxNP 12 QxN, N-B7ch 13 K-Q1, NxR leading to a win for Black, as White cannot trap the knight. If, for example, 14 QxPch, then QxQ 15 PxQ, B-K3, etc. Instead of 12 QxN, White could offer the exchange sacrifice 12 PxN!?, QxR 13 N-K2, N-Q3 14 B-Q3, B-K3 15 QxP?, P-K5! etc. (This is stronger than 15...R-QB1 16 QxN, RxBch 17 NxR, QxNch 18 K-K2, and White threatening 19 B-N5ch, stands better.) Best was 9 N-B3. In this case, Black cannot attack the same as after the text.

9 N-B3
10 BPxP QxP
11 B-B4 Q-Q3
12 PxP NxP
13 B-Q2

On 13 N-K2 follows 13...B-K3 14 BxB, N-Q6ch 15 K-B1, PxP, etc.

13 O-O
14 B-N4

The White King is stranded in the center and this gives Black the advantage. 14 N-K2 still meets with the same answer as in the previous note.

14 P-B4
15 R-Q1

Of course not 15 BxP/4, QxB 16 BxPch, RxB 17 QxQ, N-Q6ch, etc.

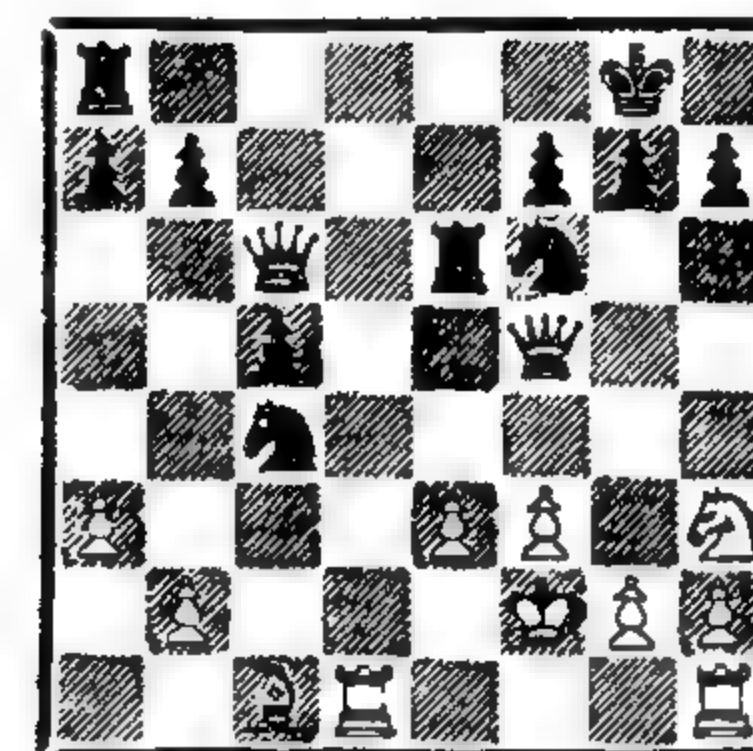
15 Q-B3
16 B-Q2

Now on 16 BxP would follow 16...NxB.

16 B-B4!

Black begins to explore his combinational possibilities. On 17 P-K4 follows 17...NxP 18 PxN, BxP with a following ...BxNP.

17 QxB NxP
18 B-B1 KR-K1
19 K-B2 R-K3
20 N-R3



20 N-K5ch!

A new and very strong combinational blow. 21 PxN, is not possible because of 21...R-B3.

21 K-K1 N/K-Q3
22 Q-Q3 NxKP!

The final elegant attack gains material advantage.

23 BxN P-B5
24 Q-Q5

Or 24 Q-Q2, N-B4.

24 RxBch
25 K-B2 QxQ
26 RxQ R-Q6

Black has not only an extra pawn in the endgame, but the better position.

27 RxR PxR

28	R-Q1	N-B5
29	RxP	NxP
30	R-N3	N-B5
31	RxP

On 31 P-R4, Black plays 31...P-N3 and the White pawn remains weak.

31	NxP
32	N-N5	P-QR4!

A blunder was 32...P-B3 33 N-K6, P-N3 34 N-B4 and then N-Q5 with some attacking chances.

33	NxBP	P-R5
34	N-Q6	N-B7
35	R-N2	P-R6
36	RxN	P-R7
37	RxP	RxRch
38	K-N3	K-B1
39	P-R4	P-R3

White must remain passive as Black brings his King to K6. White could give his opponent more difficulty by playing now K-R3 and then P-N4 and P-R5.

40	N-K4	K-K2
41	N-B2	K-K3
42	N-Q3	K-B4
43	N-B4	R-R5
44	N-Q3	R-QB5
45	N-B2	R-B3
46	N-R3	K-K4
47	P-R5?

The check at N3 was not a threat and this advance only helps Black. Best was 47 K-B2.

47	R-B7
48	N-B4	R-Q7
49	N-R3	K-Q5
50	N-B4	K-K6

White now only has two moves for his knight. 51 N-R3 loses a pawn after 51...R-Q4. Without his 47th move, White could hold the position.

51	N-K6	R-Q4
52	P-B4

On 52 K-N4, follows 52...R-K4. Of course, both 52 NxP and 52 N-B4 fail because of 52...R-N4ch.

52	R-KB5
53	K-N4	R-B3
54	P-B5	R-B2
55	P-N3	K-K5
56	N-B5ch	K-Q5
57	N-N3ch	K-K4

White Resigns

Game 32

Maroczy - Spielman
Caro-Kann

1 P-K4, P-QB3 2 P-Q4, P-Q4 3 PxP, PxP 4 B-Q3, N-QB3
5 P-B3, N-B3 6 B-KB4, P-KN3 (A new continuation.
Usual is 6...B-N5 7 N-K2, P-K3 8 Q-N3, Q-Q2) 7 N-B3,
B-N2 8 P-KR3!, O-O 9 O-O, P-QR3 10 R-K1, P-QN4 11 N-
K5, NxN 12 BxN, N-K1 13 N-Q2, BxB 14 RxB, P-B3 15 R-
K3 (Stronger seems 15 RxQP, QxR 16 B-K4, Q-Q1 17 Bx
R, BxP 18 Q-B3) N-Q3 16 Q-B3, N-B4 17 BxN, BxB 18
R/1-K1, R-R2 19 P-KN4, B-B1 20 Q-N3, R-KB2 21 N-N3,
Q-N3 22 Q-N2, Q-Q3 23 Q-R2, Q-N3 24 Q-N2, Q-Q3 25
Q-R2, Q-N3 26 Q-N2, Draw. White stands a little
better, but not enough to win.

STANDINGS AFTER ROUND FOUR

4 - Alekine

3 - Bogolubov, Tartakover

2½- Ahues, Rubenstein

2 - Vidmar, Kmoch, Colle, Maroczy

1½- Yates, Nimzovich, Romi, Spielman

1 - Araisa, Grau, Montichelli

ROUND FIVE

Game 33

Spielman - Knoch
Queen's Gambit

1 P-Q4, P-Q4 2 P-QB4, P-K3 3 N-QB3, N-KB3 4 B-N5,
ON-Q2 5 P-K3, P-B3 6 PxP, KPxP 7 B-Q3, B-K2 8 Q-B2,
P-KR3 9 B-R4, O-O 10 N-B3, R-K1 11 N-Q2, N-B1 12 P-
KR3, P-B4 13 O-O, PxP 14 PxP, N-R4 15 B-N3, NxB 16
PxN, B-B3 17 N-B3, B-K3 18 K-R2, R-B1 19 Q-N3, R-K2
20 OR-K1, Q-R4 21 N-K5, N-Q2 22 NxN, RxN 23 B-N1,
Q-N3 24 Q-B2, R-K1 25 N-K2, K-B1 26 Q-Q3, R-Q3 27
N-B4, K-K2 28 Q-R3, BxQP 29 Nxpch, Resigns.

Game 34

Alekine - Maroczy
Queen's Gambit

1 P-Q4	N-KB3
2 N-KB3	P-Q4
3 P-B4	P-K3
4 B-N5	QN-Q2
5 P-K3	B-K2
6 N-B3	O-O
7 R-B1	P-B3
8 B-Q3	PxP
9 BxBP	N-Q4

Risky here is 9...P-QN4 10 B-Q3, P-QR3 11 N-K4!, B-
N2 12 BxN, NxB 13 N-B5 with good play for White.

10 BxB	QxB
11 N-K4

Alekine's patented continuation.

11	P-QN3
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A rarely seen variation. Equality should result from
11...N/4-B3!

12 O-O	B-N2
13 N-N3	P-QB4

Though Black has been able to achieve this move,

he has not restricted White's play.

14 P-K4	N/4-B3
15 R-K1	PxP
16 B-N5

Other attempts here do not give White an advantage.
The QP cannot be defended by Black because of the
threat of R-B7!

16	R-B1
17 QxP	R-B4
18 BxN	NxB
19 P-QN4	RxR
20 RxR	R-B1
21 RxRch	BxR
22 Q-B3

White has the better position because of his control
of the QB-file. It is not easy to find a good plan
for Black.

22	Q-Q1
23 N-Q4	B-N2
24 P-B3

On 24 N-N5 follows 24...N-B3 with threat of a check
at Q8 and capturing at K4.

24	N-B3
25 N-B1	N-K1
26 N-K3	P-QR3

After this, Black finds his defense difficult. Best
was 26...K-B1 and a further ...Q-B2.

27 P-QR4	P-R3
28 P-R3	P-KR4

Again, better was 28...K-B1.

29 P-R5	PxP
30 PxP	Q-Q3
31 N-N3	B-B3
32 P-K5

White can afford to weaken the White squares in his
position somewhat, as he does on this and the next
pawn move.

32	Q-B2
33	N-QB5	B-N4
34	P-B4	Q-Q1

This tame move gives White the better chances. Better was 34...P-N3. Then on 35 N-B2 (intending N-Q4), Black can play ... Q-R2 and then ...N-B2.

35	P-B5	PxP
36	NxBP	Q-N4
37	N-Q4!

On 37 N-Q6 could follow 37...NxN 38 PxN, Q-Q4, and the QP is lost. If then 39 P-Q7, BxP 40 NxP, B-B3 with a good diagonal.

37	N-B2
38	N-B3	Q-B5
39	K-B2	Q-B4

Neither 39...N-Q4, nor 39...N-K3? are good, but in the first case after 40 NxN, PxN 41 Q-B8ch, K-B2 White lacks a decisive continuation.

40	Q-Q2	K-R2?
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And now, 40...N-K3 gives Black fully satisfactory play. The last move was a decisive blunder.

41	N-K4	N-K3
42	N-Q6!	Q-N8

The pawn cannot be saved.

43	NxP	B-B3
44	N/7-N5ch	NxN
45	NxNch	K-N3
46	P-R4

Now exploiting White's advantage is only a matter of technique.

46	K-B4
47	P-K6	Q-N4
48	Q-B2ch	K-K4
49	Q-B3ch

Now White combines threats on the KNP with threats to Queen, and wins easily.

49	K-Q3
50	Q-N3ch	K-Q4
51	Q-B3ch	K-K4
52	Q-K3ch	K-B3
53	Q-QB3ch	K-N3
54	P-K7!	Q-KB4ch
55	K-K3	B-K1
56	Q-Q4	B-N4
57	Q-Q6ch	Q-B3
58	N-K4!	Resigns

Game 35

Tartakover - Vidmar
French Defense

1 P-Q4, P-K3 2 P-K4, P-Q4 3 PxP, PxP 4 N-KB3, N-KB3 5 B-Q3, B-Q3 6 Q-K2ch, Q-K2 7 QxQch, BxQ 8 N-B3, O-O 9 O-O, P-B3 10 KR-K1, B-Q3 11 N-K2, R-K1 12 B-KB4, BxB 13 NxN, RxRch 14 RxR, QN-Q2 15 N-K2, N-B1 16 N-N3, B-K3 17 B-B5, R-K1 18 P-B3, P-KN3 19 BxB, RxB 20 RxR, NxR 21 K-B1 - Draw

Game 36

Ahues - Nimzovich
Caro - Kann

1	P-K4	P-QB3
2	P-Q4	P-Q4
3	N-QB3	PxP
4	NxP	N-B3
5	N-N3

On 5 NxNch, Black takes with the KP as the move 5...NPxN is weak as shown by the following variations: 5 NxNch, NPxN? 6 P-QB3!

1) 6...P-K4 7 B-QB4, PxP 8 Q-N3, Q-K2ch 9 N-K2, P-N4 10 B-Q3, B-K3 11 Q-B2 with a compromised position for Black.

2) 6...Q-Q4 7 Q-N3, Q-K5ch 8 N-K2! and the Black King is exposed.

3) 6...B-B4 7 N-K2, P-K3 8 N-N3, B-N3 9 P-KR4, P-KR4 10 B-K2, etc.

Thus on 5 NxNch, Black plays 5...KPxN. Lasker's recommendation of 6 B-QB4 is not dangerous. There follows 6...B-Q3 7 Q-K2ch, Q-K2! 8 QxQch, KxQ (Now Black threatens B-KB4, for example 9 N-K2, B-KB4 10 B-N3, P-QR4 11 P-QR4, N-R3 12 P-B3, and White's Q-side is restrained) 9 B-Q2!, B-KB4 10 O-O-O, P-N4 11 R-K1ch, B-K3! 12 BxB, PxP followed by bringing the QN to Q2 - N3 - Q4 or B5 with a solid position for Black. But if 6 B-QB4 gives White nothing, how is he to play? Correct is 6 P-QB3, B-Q3 7 B-Q3, O-O and now 8 Q-B2 tempts a weakening pawn move. But Black can continue 8...K-R1! 9 N-K2, Q-B2 10 B-K3, B-K3 11 O-O-O, P-QN4 with good play in the center.

5 P-B4

Reti's move which he introduced in a game with Tarrasch, Kissingen, 1928. It seems stronger than 5...P-KN3 or 5...P-K3 with the development B-K2, O-O P-QN3, B-QN2, QN-Q2 and Q-B2.

6 N-B3

On 6 PxP follows QxQch 7 KxQ, P-K3 (8 B-K3, N-N5 9 B-Q4? N-QB3 10 B-N5, B-Q2 11 BxN, BxB 12 N-B3, O-O-O in Black's favor.

6 PxP
7 QxP QxQ
8 NxQ P-QR3
9 B-K2 P-KN3
10 O-O B-N2
11 R-Q1?

White should play 11 B-B3. If then N-N5, then 12 N-N3, with the idea of N-B5. Black could continue 12...N-K4. For example, 13 B-K4, P-B4 14 P-KB4, N-B5 15 B-Q5, NxP 16 R-N1, N-R5 17 N-R5, N-B6 18 BxNP, NxR 19 BxR with unclear play.

11 O-O
12 P-QB3 B-N5!
13 B-K3 BxB
14 N/4xB R-B1!

Rather than develop the QN-Q2 Black intends to play it to QB5, which should get him equality.

15 R-Q2 N-B3

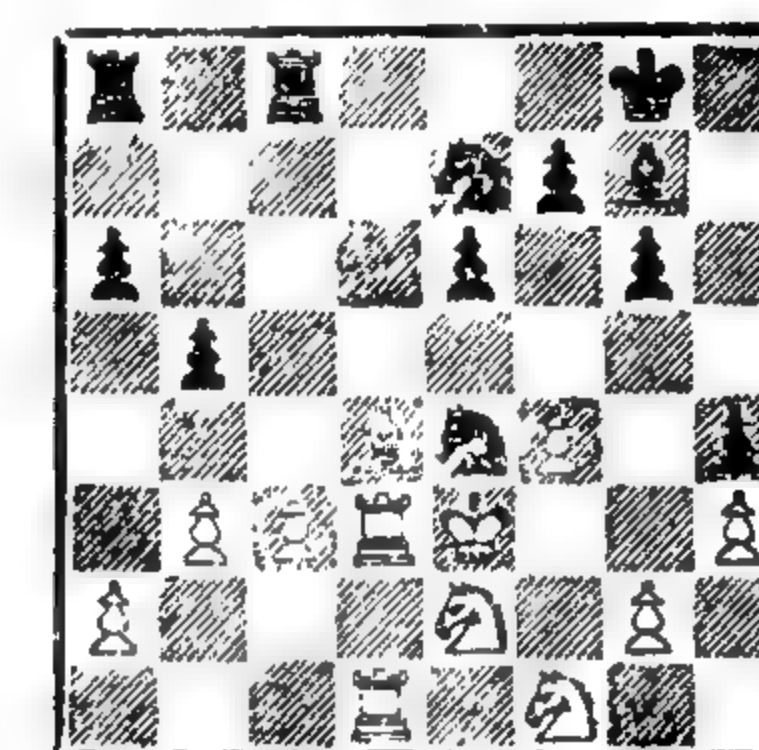
16 R/1-Q1 N-K4
17 P-N3

Now White's QB3 square is weak.

17 P-QN4
18 P-KR3 P-K3

This weakens the Q3 square, but prevents a knight from Q5.

19 P-KB4 N-B3
20 K-B2 P-KR4
21 R-Q3 P-R5
22 N-KB1 N-K2
23 B-Q4 N-K5ch
24 K-K3



24 BxBch!
25 KxN!

The best answer. If instead, 25 PxP, then P-B4 and then N-Q4 with a decisive advantage.

25 B-N3!

To control the square K6. On 25...B-N2 follows 26 N-K3 and the Black knight cannot reach Q4.

26 N-K3 K-B1!

Now the Black King comes into play to defend his Q2. If now 27 R-Q7, then QR-N1! and then K-K1.

27 R/1-Q2 K-K1
28 R/2-Q1 R-B2
29 R-QR1!

Intending to open play on the horizontal; passive defense brings nothing good.

29	N-B3
30	P-R4	P-B4ch!
31	K-B3	P-K4!

Now 32 N-Q5 is impossible because of P-K5 Mate.

32	R-Q6	P-K5ch
33	K-B2	R-Q1!
34	RxRch

On 34 R/1-Q1 there are two possibilities: 1) 34...R/2-Q2 35 R-K6ch (Mate follows 35 RxN, BxNch 36 KxB, RxR 37 RxRP, R/1-Q6ch 38 K-B2, P-K6ch and 39...R-B8 Mate) K-B2 36 RxRch, KxR 37 RxR, BxR! (If 37...NxR? then 38 N-Q4ch with consolidation) 38 N-B2, B-N3ch 39 K-K1, P-K6 with threat of K-K3 to Q4 to K5. 2) 34...K-K2 35 RxR, NxR 36 N-Q4, R-Q2! 37 N/3-B2, N-B3! (Even stronger is 37...N-K3 38 K-K3, R-QB2 winning a QBP or KBP) 38 K-K3? (Better 38 K-K2 with some drawing chances) P-N5! 39 PxP, NxN 40 NxN, RxN! 41 RxR and White, after some pawn moves, must return the rook.

34	KxR
35	PxP	PxP
36	R-Q1ch	R-Q2

This exchange is not correct. He should play 36...K-K2. If then 37 N-Q4, then BxN (But not 37...NxN because of 38 N-Q5ch) 38 PxP, N-N5 with a winning endgame.

37	RxRch	KxR
38	P-QN4

On 38 P-N3 (Or KN4) follows 38 PxPch, 39 NxP, N-K2 40 P-B4 (If 40 K-K2, then BxN) P-N4 41 N-R5, N-N3 42 K-K2, NxPch 43 NxN, PxN 44 NxP, K-K3 45 N-R4, B-Q1 46 N-N6, K-B4 and wins.

38	K-K3
39	N-QB1	P-N4
40	N-K2	K-B3
41	N-Q4!	BxN

On 41...NxN follows 42 N-Q5ch.

42	PxPch	KxP
43	PxB	NxNP
44	K-K2	P-B5

45	N-Q1	N-Q4
46	K-Q2	K-B4
47	N-N2	N-K6

White Resigns

Game 37

Romi - Yates
Queen's Pawn Game

1 P-Q4, N-KB3 2 B-B4, P-K3 3 P-K3, P-QN3 4 N-KB3, B-N2 5 QN-Q2, P-Q4 6 B-Q3, B-Q3 7 B-N3, O-O 8 N-K5, P-B4 9 P-QB3, N-B3 10 P-KB4, N-K2 11 B-KB2, N-K5 12 B-R4, P-B3 13 N/5-B3, N-B4 14 B-KB2, PxP 15 BPxP, NxB 16 KxN, N-R3 17 Q-N1, N-N5ch 18 K-K2, P-B4 19 P-KR3, N-B3 20 P-KN4, N-K5 21 Q-N1, Q-K2 22 P-R3, QR-B1 23 Q-N2, R-B2 24 KR-KN1, R/1-QB1 25 PxP, PxP 26 QR-N1, P-QN4 27 N-N5, P-N5 28 P-QR4, B-B3 29 R-B1, BxP 30 R-QR1, B-K1 31 R-R6, B-R4ch 32 N/5-B3, BxP 33 PxP, N-B4 ch 34 K-B2, NxPch 35 K-N3, Q-K6 36 K-R2, BxN Resigns.

Game 38

Bogolubov - Montichelli
Nimzo-Indian

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-QB3	B-N5
4	N-B3	P-QN3
5	B-N5	BxNch
6	PxB

In the Dutch Defense, as here, if Black can attack the doubled white QB pawns, his game is better.

6	B-N2
7	P-K3	P-Q3
8	B-Q3	QN-Q2
9	O-O	Q-K2

Besides the struggle in the center, White's configuration indicates Queen-side play. Black has possibilities of combinational attack on the King-side.

10	N-Q2	P-KR3
----	------	-------

11 B-R4	P-KN4!
12 B-N3	O-O-O
13 P-QR4	P-QR4
14 R-N1	QR-N1
15 P-B3	P-R4
16 P-K4	P-R5
17 B-K1	P-K4
18 P-R3	N-R4
19 P-B5

Black has a marked advantage on the King-side. In his uneasy position, White sacrifices a pawn.

19	QPxP
20 P-Q5	N-B5
21 N-B4	R-R3
22 R-B2	P-B4

This decides the situation on the King-side.

23 P-Q6
---------	------

Alternatives are no better. If, for example, 23 R-Q2, then P-N5 24 BPxP, PxNP 25 PxP, R/3-N3 26 P-Q6, Q-R2! with a strong attack. If instead 23 N-K3, then R-B3 24 NxP, RxN 25 PxR, BxP 26 P-B4, P-K5 27 BxP, BxB 28 PxP, QxP, etc.

23	RxP!
---------	------

A good, natural move.

24 NxRch	OxN
25 B-B4	R-B1
26 PxP	RxP
27 R-Q2	Q-K2
28 Q-N3	R-B1!

A preparatory move which threatens P-K5 and P-N5.

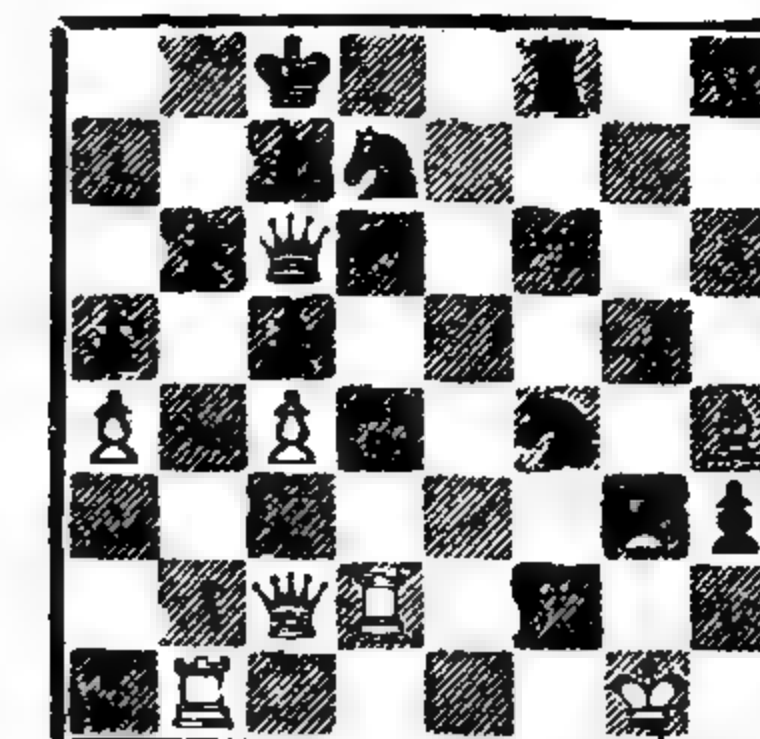
29 B-Q3	P-K5
30 BxKP	BxB
31 PxP	QxP

The center is open and now Black threatens N-K4 and NxPch.

32 Q-B2	Q-B3
33 P-B4	P-N5

The final attack, which Black carries off accurately.

34 BxP	PxP
35 P-N3



35	N-K4!
---------	-------

The decisive move. If now 36 PxN, then R-N1ch, 37 K-B1, Q-R8ch 38 K-any, Q-B6ch and R-N8 Mate.

36 R-N3	N-K7ch!
37 RxN	R-B8ch!
38 KxR	Q-R8ch

White resigns - for if 39 K-B2, N-N5 Mate.

Game 39

Araisa - Grau
Dutch Defense

1 P-Q4, P-K3 2 P-QB4, P-KB4 3 N-QB3, P-QN3 4 N-B3, B-N2 5 P-KN3, N-KB3 6 B-N2, B-K2 7 O-O, O-O 8 B-N5, P-Q3 9 BxN, BxB 10 N-K1, BxB 11 NxN, QN-Q2 12 P-K4, PxP 13 NxP, P-K4 14 P-Q5, N-B4 15 NxN, NPxN 16 Q-R4, Q-K1 17 QxQ, QRxQ 18 N-K3, B-N4 19 QR-N1, BxN 20 Px B, R-N1 21 RxRch, KxR 22 K-B2, K-K2 23 K-K2, P-QR4 24 P-N3, P-R5 25 P-K4, P-R6 26 R-KB1, R-N5 27 R-QN1, K-B3 28 R-B1ch, K-K2 29 R-QN1, K-B3 30 R-B1ch, K-K2 Draw.

Game 40

Colle - Rubenstein
Colle System

1 P-Q4, P-Q4 2 N-KB3, N-KB3 3 P-K3, P-K3 4 B-Q3, P-B4 5 P-B3, QN-Q2 6 QN-Q2, Q-B2 7 O-O, B-K2 8 R-K1,

O-O 9 P-K4, PxKP 10 NxP, NxN 11 BxN, N-B3 12 B-B2, P-QN3 13 B-N5, B-N2 14 Q-Q3, P-N3 15 N-K5, QR-B1 16 PxP, KR-Q1 17 Q-R3, R-B1 18 P-B6, BxP 19 NxB, QxN 20 O-R4, K-N2 21 B-R6ch, K-N1 22 BxR, KxB 23 QR-Q1, K-N2 24 B-N3, P-QN4 25 Q-KB4, P-QR4 26 P-QR3, P-R4 27 P-R3, Q-N3 28 R-K3, R-B4 29 Q-Q4, Q-B2 30 R/1-K1, R-B4 31 Q-Q1, P-KR5 32 R-B3, R-R4 33 Q-Q2, P-K4 34 B-Q1, R-R1 35 B-B2, R-R4 36 R/3-K3, B-B4 37 R/3-K2, B-R2 38 B-K4, R-R1 39 Q-Q3, Q-N3 40 O-B3, R-Q1 41 K-R1, B-N1 42 P-KN4, N-R2 43 Q-K3, Q-KB3 44 R-Q2, B-R2 45 Q-K2, R-K1 46 QxP, R-K2 47 Q-K2, N-N4 48 B-N2, Q-B5 49 R-B2, P-K5 50 Q-Q2, Q-B3 51 P-B4, N-B6 52 QxP, Q-B5 53 BxN, QxBch 54 K-N1, Q-N6ch 55 K-B1, QxRPch 56 K-N1, QxPch 57 K-B1, P-K6 58 P-B5, Q-R6ch 59 K-N1, R-K4 60 P-B4, Q-N6ch 61 R-N2, QxP 62 R-KB1, Q-Q5 63 Q-N4, BxP 64 QxQ, BxQ 65 R-K2, P-N4 66 P-N4, P-B4 67 P-R4, P-B5 68 K-N2, K-N3 69 P-R5, R-N4 70 R-R2, RxP 71 P-R6, B-R2 72 K-B3, K-R4 73 R-R5, R-N6 74 R-B1, P-R6 75 R-B8, P-K7ch 76 KxP, P-B6ch 77 K-Q2, P-B7 78 R-KN8, R-KN6 79 R-KB5, R-N8 80 R-N7, P-B8 (Q) 81 RxQ, RxR 82 RxB, R-QR8. White Resigns.

STANDINGS AFTER ROUND FIVE

5 Alekine
 3½ Rubenstein, Tartakover
 3 Bogolubov
 2½ Nimzovich, Ahues, Vidmar, Yates, Spielman
 2 Kmoch, Colle, Maroczy, Montichelli
 1½ Araisa, Grau, Romi,

ROUND SIX

Game 41

Kmoch - Rubenstein
 Queen's Gambit

1 P-Q4	P-Q4
2 P-QB4	P-K3
3 N-QB3	N-KB3
4 B-N5	QN-Q2
5 P-K3	B-K2

6 N-B3	O-O
7 R-B1	R-K1
8 P-QR3	P-QR3

Rubenstein has experimented with this defense to the Queen's Gambit, intending the maneuver PxP, P-QN4 and P-B4 without the loss of tempo involved in ...P-QB3. Nevertheless, when Black plays P-QR3, White can choose this moment to exchange on Q5 and gain some advantage.

9 PxP	PxP
10 B-Q3	P-B3
11 Q-B2	N-B1
12 O-O	N-R4
13 BxB	QxB
14 N-QR4	Q-B2

Of course, Black must prevent N-N6. In spite of this, the text move is not good, as the Black Queen is poorly placed. Stronger therefore was 14...B-K3 with a following QR-Q1 and perhaps B-B1.

15 P-QN4

On 15 Q-N3 (With threats of QxP or N-N6 and NxQP) follows 15...B-K3 and if 16 N-B5, then R-K2.

15	N-B3
16 N-B5	Q-K2
17 KR-K1

Directed against N-K5.

17 N-K5

In this case, better was 17...B-K3 with a further QR-Q1.

18 BxN	PxB
19 N-Q2	P-B4

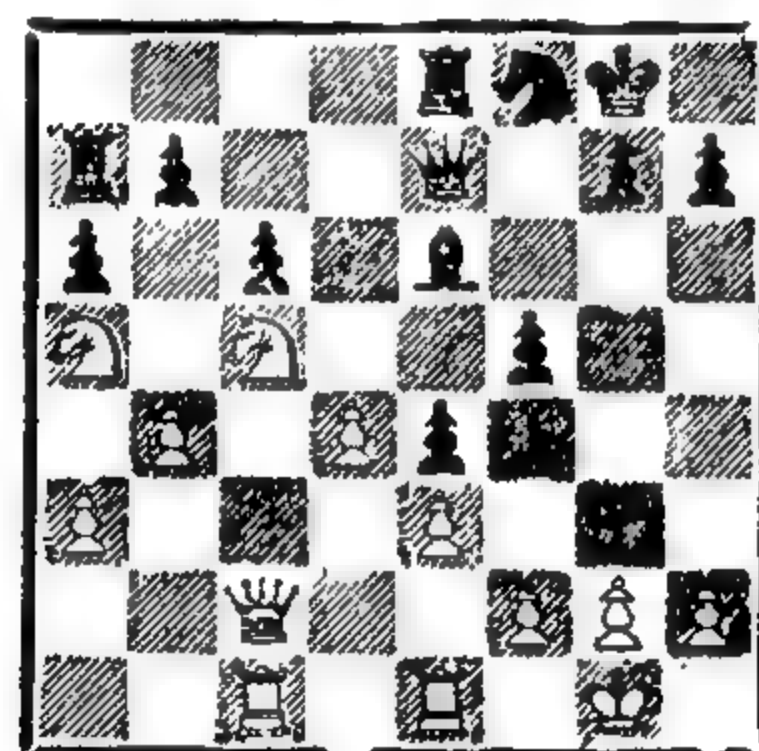
Now White has the advantage. If the White rook stood on KB1, Black could continue 19...B-B4 20 P-B3, PxP 21 QxB, QxPch 22 R-B2, QxRP etc. Now that the KP is defended, 19...B-B4 fails against 20 P-B3.

20 N-B4	B-K3
21 N-R5

21 N-K5 is not stronger, because Black can play P-QR4! in this moment when P-N5 is not possible. With the move in the text, White begins a combination.

21 R-R2

After 21...B-B1 White could continue with the quiet 22 R/K-Q1 or the more aggressive 22 Q-B4ch, K-R1 (22...B-K3? 23 NxB, NxN 24 P-Q5, PxP 25 QxP with a won position) 23 P-Q5, PxP 24 QxP, R-Q1 25 Q-R2, and Black stands poorly. On 21...QR-N1 White can play 22 NxRP, PxN 23 NxP, with a following NxR. Because of the fact that the move in the game allows a decisive combination, Rubenstein, after the game, showed that by B-Q4 defending his QNP he had a satisfactory defense. Analysis showed that Black after 21...B-Q4 22 N/BxNP, Q-N4! has energetic attacking possibilities. Though in this case, the attack is not too dangerous.



22 N/BxNP!

Rubenstein prevented the sacrifice on R6 but not on N7.

22 B-Q4

A very strong move. Black quickly obtains an attack on the King, whereas capture on N2 gives White not only material advantage, but the attack.

23 N-B5 N-N3
24 K-R1 N-R5
25 N-B4 Q-N4
26 R-KN1 R-KB1

An interesting continuation here is 26...R-KB2 (According to Alekine). For example 27 N-N6, R-B3 28 NxB, PxN 29 Q-N3, R-Q1 (29...R-R3 30 QxPch, K-R1 31 N-K6).

27 N-N6!

With this strong move, White seizes the initiative.

27 R-B3

This leads forcibly to a loss. Nevertheless, Black has nothing better, for in time, White's extra pawn must decide.

28 NxB PxN
29 N-Q7!

This is decisive and now White wins easily.

29 P-R3
30 NxRch QxN
31 Q-B6 Q-B2
32 Q-N6 K-R2
33 Q-Q8 N-N3
34 R-B8 P-KR4
35 R/1-QB1 P-B5
36 Q-N5 N-K2
37 R/8-B7 RxR
38 RxR PxP

If now 39 RxN, then P-K7 wins.

39 QxKP Q-B3
40 R-B5 N-B4
41 Q-B4 Resigns

The Black QP cannot be defended against White's threat of 42 Q-K5.

Game 42

Grau - Colle
Queen's Gambit

1 P-Q4, P-Q4 2 N-KB3, N-QB3 3 P-B4, B-N5 4 PxP, QxP 5 N-B3, Q-QR4 6 P-K3, P-K4 7 P-Q5, O-O-O 8 B-Q2, P-K5 9 PxN, PxN 10 PxPch, K-N1 11 PxP, B-R4 12 B-K2, B-QN5 13 Q-N3, N-K2 14 O-O-O, N-B3 15 P-QR3, B-N3 16 B-N5, N-K4 17 QxB, Q-N3 18 N-R4, Q-B3 19 N-B5, R-Q3 20 B-B3, Q-B4 21 P-K4, Q-B5ch 22 K-N1, QxBP 23 RxR, QxRch 24 K-R2, PxR 25 N-R6ch, KxP 26 B-Q7ch Resigns.

Game 43

Montichelli - Araisa
Queen's Indian

1 P-Q4, N-KB3 2 N-KB3, P-K3 3 P-K3, P-QN3 4 B-Q3, B-N2 5 QN-Q2, P-B4 6 P-B3, P-Q4 7 N-K5, QN-Q2 8 P-KB4, B-K2 9 N/2-B3, O-O 10 Q-K2, N-K5 11 B-Q2, N/2-B3 12 O-O, NxB 13 NxN, N-K5 14 NxN, PxN 15 B-B4, PxP 16 BPxP, B-Q4 17 KR-B1, QR-B1 18 BxB, QxB 19 Q-R6, Q-R1 20 Q-R4, B-Q3 21 N-B6, R-B2 22 R-B3, Q-K1 23 R/1-B1, P-B4 24 Q-N3, Q-B2 25 P-N3, P-KR3 26 R/3-B2, P-KN4 27 Q-B4, PxP 28 NPxP, K-R1 29 K-R1, R-KN1 30 Q-K2, Q-N3 31 Q-B1, R/2-KN2 32 R-B2, P-KR4 33 N-K5, BxN 34 BPxB, Q-N4 35 R-B4, R-Q2. Draw.

Game 44

Yates - Bogolubov
Ruy Lopez

1	P-K4	P-K4
2	N-KB3	N-QB3
3	B-N5	P-QR3
4	B-R4	P-Q3
5	P-Q4

Theory recommends here 5 BxNch, PxB 6 P-Q4, P-B3 etc., with sharp play in which White has real chances. See Game 14, Yates - Alekine.

5	P-QN4
6	B-N3	NxP
7	NxN	PxN
8	P-QB3!

As is well-known in this variation, 8 QxP, P-B4 leads to loss of a piece and 8 B-Q5, R-N1 9 B-B6ch, B-Q2 10 BxBch, QxB 11 QxP, etc. was satisfactory for Black in the game Stoltz - Alekine, Bled 1931. Yates has often played the text variation in tournament games against Rubenstein. Rubenstein has accepted the pawn sacrifice (8...PxP) but has gotten into serious difficulties with his development. Bogolubov's tactic is correct; he proceeds with his development.

8	B-N2
9	PxP	N-B3!
10	P-B3	B-K2
11	O-O	O-O
12	N-B3	P-B4

Now White can get a satisfactory position by 13 PxP, with a following P-K5 analagous to Em. Lasker - Bogolubov, Moscow 1923. For example, 13 PxP!, PxP 14 P-K5!, N-K1 (14...N-Q2 15 P-K6!) 15 B-K3, (15 B-Q5, P-B5! 16 BxB, Q-N3ch) with good chances in the center and on the King-side. Yates elects instead to close the position.

13	P-Q5	R-K1
14	N-K2	B-KB1
15	N-N3	P-N3
16	B-B2	B-N2
17	P-QR4!

An accurate move. By threatening to open the QR-file White compels P-N5, after which the Black pawns are deprived of mobility.

17	R-QB1
18	B-Q2	P-N5
19	P-R5

Else Black plays P-QR4, defending the QNP and allowing ...P-B5.

19	N-Q2
20	R-R2	N-K4
21	P-N3	P-R4!
22	N-K2

Defending his Q4 square.

22	R-B2!
23	P-B4?

With this anti-positional move, White weakens his KP and leaves his center open to attack. Correct was the knight maneuver, N-B4-Q3. In case Black declines to exchange knights, White can maneuver his knight to QB4.

23	N-N5
----	------	------

Black should play 24...N-B3 25 Q-B2, R/2-K2 and ... NxKP, winning a pawn with the better position. With the text move, Black offers an exchange sacrifice, after which White gets somewhat better chances.

25	P-B5	RxP
26	PxP	PxP
27	BxR	RxB
28	B-B4

In spite of the extra exchange, White stands rather poorly. His King-side and QP are weak.

28	P-N4
29	B-B1	R-K4
30	Q-Q3	Q-K1
31	N-N3	RxP
32	R-K2!

After his blunder on the 23rd move, White has played carefully. Now on 32...RxQ follows 33 RxQch, K-R2 34 R-K7, and 35 NxP, and White wins. But Black is not forced to exchange the Queens.

32	R-K4!
33	BxP	RxR
34	NxR

Of course not 34 QxR, B-Q5ch 35 K-R1, QxQ 36 NxQ, N-B7ch and Black wins.

34	Q-K5
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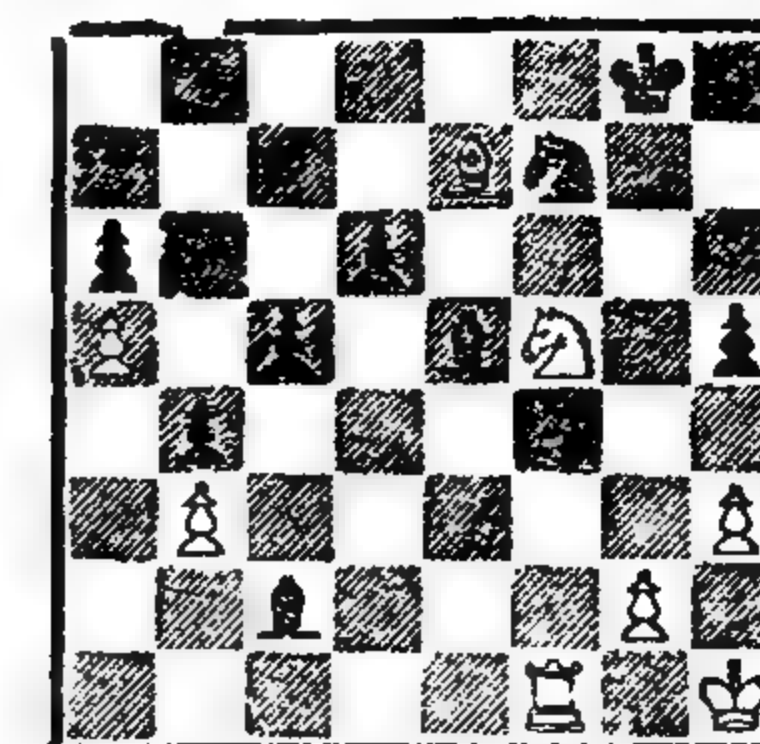
Black's two Bishops give him a satisfactory ending.

35	QxQ	BxQ
36	P-R3	N-K4
37	B-K7	N-B2
38	N-N3	B-Q5ch?

This allows White to play an interesting combination which forces a draw. Correct was 38...B-B7!, and only on 39 NxP - 39...B-Q5ch 40 K-R1, BxP 41 N-B6ch, K-N2! 42 N-K8ch, K-N3 43 NxP, NxN 44 BxN, B-QB7 45 B-B4, P-N6 46 B-B1, B-Q6! and White is lost. Bogolubov intended to play this line, but the text is a transposition of moves. He expected only 39 K-

R1, B-QB7 40 NxP. But White finds something else.

39	K-R1	B-QB7
40	N-B5!	B-K4



41	NxP!!
----	-------	------

White sacrifices the Knight, but exchanges his opponent's dangerous pawns. Now, of course, on 41... BxN follows 42 RxN!

41	NxN
42	R-B1!

This combination is a result of Black's 38th move. It is clear, that by 38...B-B7 39 N-B5, B-K4 40 NxP, NxN 41 R-B1, BxP 42 RxP, Black wins by 42...B-Q5 ch.

42	BxP
43	RxP	B-KB5
44	R-B6	N-B4
45	BxP	N-R5
46	RxP	B-Q4
47	B-K1

Now on 47...NxP, White answers 48 R-N6ch, and RxN.

47	BxPch
48	K-N1	B-N2
49	R-KB6	B-N4
50	BxN	BxR
Draw		

Game 45

Nimzovitch - Romi
English Opening

1 P-QB4, P-K4 2 N-QB3, P-QB4 3 P-KN3, P-Q3 4 B-N2, N-QB3 5 P-Q3, P-B4 6 P-QR3!, B-Q2 7 P-QN4, R-N1

8 P-N5, N-R4 9 B-Q5 (played in the Classical style. A more modern move is 9 P-B4 followed by N-B3) 9...N-KB3 10 B-N5, B-K2 11 BxN, BxB 12 R-B1, Q-K2 13 P-K4, P-KN3 14 R-N1, R-KB1 (a stronger maneuver was ...K-B1-N2 freeing the Rook. In this case Black has a satisfactory game) 15 P-KR4, P-B5 16 KN-K2, B-N2 17 P-R5, NPxP? 18 PxP, PxP 19 P-B3!, P-R5 20 K-Q2!, P-R6 21 Q-R4!, P-N3 22 B-B6, Q-R5 (22...BxB 23 PxP, BxNch 24 NxB, Q-QB2 25 RxRP, QxP 26 QxN, PxQ 27 RxRch) 23 R-R2, Q-R4 24 R-N1, B-R1 25 R/N-KR1, QxP 26 N-Q5, B-Q5 27 RxP, Q-B7 28 R/3-R2, Q-B6 29 RxP, Q-B7 30 R-K7ch, K-Q1 31 RxBch, K-B1 32 N-K7, mate.

Game 46

Vidmar.- Ahues
Queen's Gambit

1 P-Q4, N-KB3 2 N-KB3, P-Q4 3 P-B4, P-K3 4 B-N5, QN-Q2 5 P-K3, P-B3 6 QN-Q2, B-K2 7 B-Q3, O-O 8 O-O, P-B4 9 B-R4, BPxP 10 KPxP, PxP 11 NxP, N-N3 12 N/4-K5, N/N-Q4 13 R-B1, B-Q2 14 NxB, NxN 15 B-N3, Q-N3 16 Q-K2, QR-B1 17 P-KR3, KR-Q1 18 KR-Q1, N/2-B3 19 B-K5, N-Q2 20 B-N3, N/2-B3 21 B-K5, N-Q2- Draw

Game 47

Maroczy - Tartakover
French Defense

1 P-K4, P-K3 2 P-Q4, P-Q4 3 PxP, PxP 4 B-Q3, B-Q3 5 N-KB3 (better was 5 N-QB3) Q-K2ch 6 Q-K2, QxQch 7 KxQ, N-KB3 8 R-K1, O-O 9 K-B1, B-KN5 10 QN-Q2, N-B3 11 P-B3, KR-K1 12 P-KR3, RxRch 13 NxR, B-Q2 14 N/2-B3, R-K1 15 N-B2, P-KR3 16 B-K3, N-KR4 17 R-K1, N-B5 18 BxN, RxRch 19 KxR, BxB (Black has the better game: his Bishops are very active) 20 N-K3, N-K2 (after 20...BxN Black has no winning chances) 21 K-K2, P-QB3 22 N-N1!, P-KB4 23 P-KN3, B-B2 24 P-KB4 (now, White has fully consolidated) 24...P-KN4 25 N-N2, K-B2 26 N-B3, K-B3 27 N-K5, B-K1 28 K-K3, N-N3 29 NxN, BxN 30 N-K1, B-KR4 31 N-B3, BxN (after this exchange the draw could be agreed) 32 KxB, PxP 33 PxP, K-K3 34 K-N3, K-B3 35 B-K2, K-N3 36 B-B3, B-Q1 37 P-KR4, B-B3 38 P-R5ch, K-B2 39 B-K2, K-K3 40 B-Q3, B-Q1 41 B-K2, B-K2 42 B-Q3, P-R4 43 P-R4, P-B4 44 PxP, BxP 45 K-B3, P-Q5 46 PxP, BxP 47 P-N3, P-N3 48 B-B4ch, K-B3 49 B-Q5, K-K2 - Draw

Game 48

Spielman - Alekine
French Defense

1 P-Q4, P-K3 2 P-K4, P-Q4 3 N-QB3, N-KB3 4 PxP, PxP 5 B-KN5, B-K2 6 B-Q3, N-B3 7 KN-K2, B-K3 8 O-O, P-KR3 9 BxN, BxB 10 B-N5, Q-Q3 11 BxNch, QxB 12 N-B4, O-O 13 NxB, QxN 14 N-K2, QR-K1 15 KR-K1, Q-B4 16 P-QB3, P-KR4 17 Q-R4, P-QR3 18 N-N3, RxRch 19 RxR, Q-Q2 20 QxQch, KxQ - Draw

STANDINGS AFTER SIX ROUNDS

5½ Alekine

4 Tartakover

3½ Bogolubov, Nimzovitch, Rubenstein

3 Ahues, Vidmar, Yates, Kmoch, Spielman

2½ Grau, Maroczy, Montichelli

2 Araisa, Colle

1½ Romi

ROUND SEVEN

Game 49

Alekine - Kmoch
Nimzoindian Defense

1 P-Q4	N-KB3
2 P-QB4	P-K3
3 N-QB3	B-N5
4 B-Q2

For a long time it was thought that the most energetic answer to the Nimzovitch variation (3...B-N5) was 4 Q-N3 or 4 Q-B2. Now, White plays a wide range of moves. Rubenstein's move (4 P-K3), Saemisch's move (4 P-QR3), and, of course, 4 B-Q2, used here by Alekine. With the text, White aims at getting a free position with the two Bishops by following with P-QR3.

4 O-O
5 P-K3 P-O4

Two plans are possible for Black in this position:
1) 5...P-Q3 with a following ...P-B4 and holding the K4 square; and 2) 5...P-Q4 (as chosen in the game) with a further ...P-B4 with play similar to the Queen's Gambit variation where the Bishop stands on K2 rather than N5.

6 N-B3 P-B4

An accurate move. After 6...P-QN3 7 PxP, PxP 8 B-Q3, B-N2 9 N-K5 is not good for Black.

7 P-QR3 BxN

Sharp play follows 7...PxQP 8 KPxP (8 PxP, PxN 9 NPxP, =) B-K2 9 P-B5, N-K5 10 B-Q3, P-B4. White has the advantage on the Queenside; Black has a strong Knight on K5, and chances to play against the weak QP.

8 BxB N-K5
9 R-B1

Possible was 9 B-Q3, NxP 10 PxP with a good game for White.

9 NxP
10 RxN PxQP
11 KPxP N-B3
12 B-Q3 PxP



Here Black could have played 12...P-K4! with the following possibilities:
1) 13 PxKP, P-Q5! 14 R-B2!, NxP 15 NxN (15 NxP, B-N5! 16 P-B3, BxP! 17 PxP, QxN 18 BxPch, KxB 19 QxQ, NxPch and Black wins) Q-R4ch 16 P-QN4, QxNch 17 R-K2, Q-B3 =.

2) 13 BPxP, PxP! 14 R-B2, QxP with an extra pawn for Black.

3) 13 NxP, NxN 14 PxN, P-Q5 15 R-B2, Q-R4ch 16 P-QN4, QxKPch, etc..

13 BxP Q-B3
14 O-O R-Q1
15 R-Q3 B-Q2
16 R-K1 B-K1
17 Q-Q2

Defending the QNP, so as to threaten P-Q5 in some variations. The Queen stands well on Q2 for play on either flank.

17 N-K2

Black need not worry about P-Q5. On 17...R-QB1 18 P-Q5 follows 18...PxP 19 BxP, and though White is rid of his weak QP, his opponent has not weaknesses in his position.

18 N-N5

This move is played to threaten NxKP as well as to provoke the weakening ...P-KR3.

18 N-Q4
19 R-KB3

To prevent ...Q-B5.

19 Q-K2
20 R-KN3 P-KR3

This move could be forced anyway after 20...QR-B1 21 Q-Q3!

21 N-B3

Weaker here was 21 N-K4, Q-R5! 22 N-B5, N-N3 and the White QP is weak. Besides this, White now threatens QxRP.

21 Q-B3
22 R-K4

The threat of 23 R/4-KN4 compels Black to transfer his Knight to the Kingside.

22	N-K2
23	N-K5	N-B4
24	R-Q3	QR-B1

Thus, Black has completed his development, and White still has the weak QP.

25	P-R3	N-Q3
26	R-B4	NxB
27	NxN	Q-N4?

This is clearly a blunder. Correct was 27...Q-K2! 28 N-K5 and Black does not stand badly. Now, White can place his Knight on K3, play P-Q5 and get the better position.

28	R-KN3	Q-Q4
29	N-K3	Q-B3
30	K-R2	Q-B8
31	Q-N4	Q-B2
32	P-Q5!

A decisive break-through!

32	P-QR4
33	Q-K4	R-Q3
34	Q-K5	P-KN3
35	Q-R5	RxP

On 35...K-R2 White plays to sacrifice the Queen: 36 N-N4!, PxQ 37 N-B6ch, and R-N8, mate.

36	NxR	PxN
37	QxRP	Q-K4
38	R-KR4	Q-N2

And Black resigned. White conducted his attack very energetically.

Game 50

Tartakover - Spielman
Catalan Opening

1 P-Q4, P-K3 2 P-KN3, P-QB4 3 N-KB3, N-KB3 4 B-N2, N-B3 5 O-O, B-K2 6 P-B4, PxP 7 NxP, O-O 8 N-QB3, P-QR3 9 P-N3, Q-B2 10 B-N2, P-QN3 11 NxN, PxN 12 Q-B2, B-N2 13 N-K4, P-B4 14 NxNch, BxN 15 QBxB, PxP 16 Bx

B, QxB 17 QR-Q1, QR-Q1 18 R-Q3, Q-K5 19 R/1-Q1, R-Q5 20 P-K3, RxR 21 RxR, P-QN4 22 R-B3, QxQ 23 RxQ, P-N5 24 R-Q2, R-R1 25 R-Q7, P-QR4 26 R-B7, P-R5 27 RxBP, PxP 28 PxP, R-R6 29 R-B8ch, K-N2 30 P-B5, RxP 31 R-N8, Draw.

Game 51

Ahuos - Maroczy
Queen's Gambit

1 P-Q4, N-KB3 2 P-QB4, P-K3 3 N-QB3, P-Q4 4 N-B3, B-K2 5 P-K3, O-O 6 P-QR3, P-B4 7 QPxP, PxP 8 Q-B2, BxP 9 BxP, P-QR3 10 B-Q3, QN-Q2 11 P-QN4, B-K2 12 B-N2, P-QN4 13 O-O, B-N2 14 KR-Q1, Q-B2? (Losing a pawn) 15 N-Q5! NxN 16 BxPch, K-R1 17 QxQ, NxQ 18 RxN, BxN 19 PxP, KxB 20 RxN, B-Q3 21 R-B6, KR-Q1 22 B-Q4, R-Q2 23 B-B3, P-N4 24 P-QR4, R-QN1 25 RxP, R-QB1 26 B-K1, PxP 27 R/6xP, R-QN1 28 K-N2, R/2-N2 29 R-R7!, K-N3 30 RxR, RxR 31 P-R3, R-N3 (To threaten BxP) 32 R-N1, R-N4 33 K-B1, K-R4 34 B-B3, P-B4 35 R-Q1, B-K2 36 K-K2, R-N1 37 R-QN1, K-R5 38 P-N5, KxP 39 B-Q4, R-N2 40 R-R1ch, K-N7 41 R-R7, P-N5 42 PxP, PxP 43 P-N6, P-N6 44 PxP, Resigns. On 44...KxP follows 45 RxB!, RxR 46 B-K5ch, K-any 47 B-B7 and 48 P-N7.

Game 52

Romi - Vidmar
Queen's Pawn Game

1 P-Q4, N-KB3 2 B-B4, P-K3 3 P-K3, P-QN3 4 N-KB3, B-N2 5 B-Q3, B-K2 6 QN-Q2, P-Q4 7 Q-K2, P-B4 8 P-B3, N-B3 9 O-O, O-O 10 QR-Q1, N-KR4 11 B-N3, NxB 12 RPxN, P-B5 13 B-N1, P-B4 14 P-K4, BPxP 15 NxKP, PxN 16 QxKP, P-N3 17 QxKPch, K-N2 18 P-Q5, N-R4 19 KR-K1, B-B3 20 Q-N4, B-B1 21 Q-K4, B-B4 22 Q-K2, BxB 23 RxB, QxP 24 R/N-Q1, Q-B2 25 Q-B2, KR-K1 26 Q-R4, RxRch 27 RxR, R-Q1 28 P-KN4, P-KR3 29 Q-N5, R-Q4 30 Q-R4, Q-Q2 31 Q-B2, QxP 32 P-QN4, PxPe.p. 33 PxP, Q-B4 34 Q-R2, R-Q2 35 P-QN4, N-B3 36 R-K8, N-K2 37 N-Q4, BxN 38 PxP, Q-B2 Resigns.

Bogolubov - Nimzovitch
Nimzoindian Defense

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-QB3	B-N5
4	Q-N3

Though this move is popular, it seems that the Queen does not stand well here. An analysis of Chess literature seems to support this conclusion.

4	P-B4
5	PxP	N-B3
6	N-B3	N-K5
7	B-Q2	NxQBP.

This is a new idea in this variation. Saemisch, in his game with Spielman, Carlsbad, 1929, after 7... NxB 8 NxN, O-O 9 O-O-O, Q-R4 10 P-QR3 played 10... BxN 11 QxB, QxBP 12 N-K4, Q-KB4 13 Q-B3?, N-!! 14 QxQ, PxQ 15 N-Q6, N-N5, winning a pawn. Instead of 9 O-O-O, Spielman should have played 9 P-K3. After 9...Q-R4 10 B-K2, QxBP 11 O-O, P-Q4 12 PxP, PxP 13 QR-B1, B-K3 with mutual chances.

8	Q-B2	P-B4
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This is played to provide a square for the Knight on QB4. In the variation 9 P-QR3, BxN 10 BxB, O-O 11 P-QN4, N-K5. Even so, 8...P-B4 is not natural. To be considered is 8...P-QR4. For example: 9 P-QR3, BxN 10 BxB, O-O 11 P-K3 (not possible is 11 P-QN4? because of 11...PxP 12 PxP, NxP) 11...P-QN3 12 B-K2, B-N2 13 O-O, P-R5 14 N-Q4, N-R4 with the idea of ...B-K5 and ...N-N6.

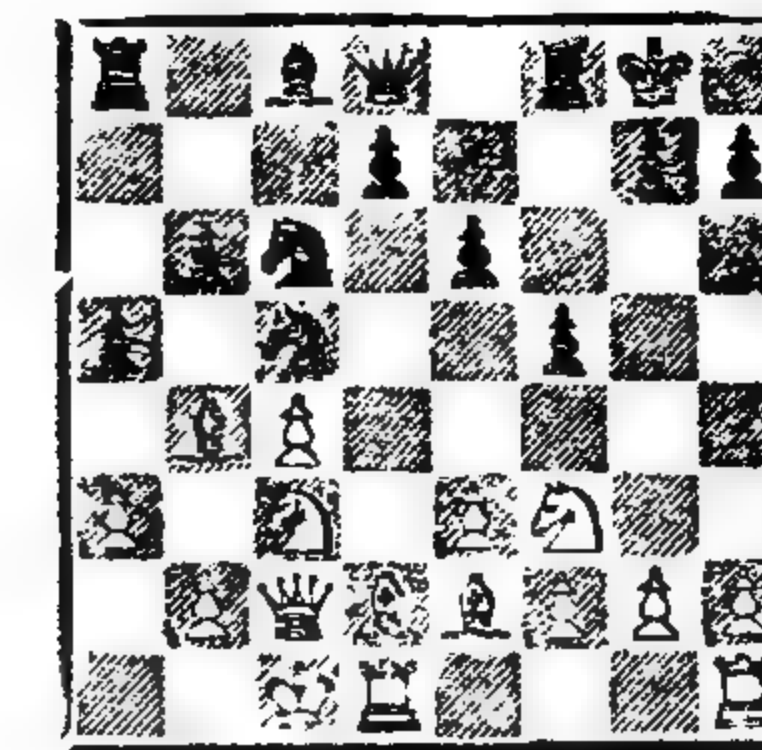
9	P-K3
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Better was 9 P-QR3. After 9...BxN 10 BxB, O-O 11 P-QN4, N-K5 12 P-K3, P-QN3 13 B-Q3, NxB 14 QxN, B-N2 the positions are about equal. After the text move, White is not without problems.

9	O-O
10	B-K2	P-QN3
11	O-O-O

And here 11 O-O was better, though Black's QB would exert pressure on White's K4 and KN2.

11	P-QR4!
12	P-QR3



This falls right into his opponent's plans.

12	P-R5!!
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The Bishop cannot be taken: 13 PxB, NxP 14 Q-N1, N-N6, mate. Therefore Black has gained a strong point at White's QN3.

13	N-QN5
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After 13 K-N1, B-N2! 14 PxB?, NxP 15 Q-B1, N-N6 wins the Queen.

13	BxBch
14	NxB	N-R4!
15	B-B3

On which Black had counted when he played 14...N-R4.

15	P-Q4!
16	PxP	B-R3

Now on 17 N-B3 follows 17...B-Q6, and on 17 N-Q4 - 17...R-B1 18 N-B6, B-Q6 19 NxQ, N/B-N6ch and White is lost.

17	N-B4	BxN
18	PxP

Here Black could win by the Queen sacrifice 18... BxN (bad is 18...NxN 19 RxQ, QRxR 20 P-K7, N-N6ch 21 K-N1, N/B-Q7ch 22 K-R2, B-B5 with an unclear position.) 19 RxQ, QRxR 20 KR-Q1 (not possible is 20 P-K7? because of 20...N-N6ch and then ...B-Q6.

Insufficient also is 20 B-K2. For example: 20... N/R-N6ch 21 K-N1, N-Q7ch 22 K-R1, N/B-N6ch 23 K-R2, N-B8ch 24 K-R1, N/B-N6ch 25 K-N1, BxB and then ...B-Q6.) 20...BxP and White is lost. Also possible is 20...RxRch 21 QxR, BxP with the finale 22 K-N1, R-QB1 23 Q-Q6, K-R1! 24 B-Q5, N/B-N6 25 K-R2, B-N1!! 26 BxB, R-B8 27 BxN, PxP, mate.

18 ... Q-B2

This leads to a won endgame, though Black could have sought a decision in the middlegame.

19 BxR BxN
20 B-Q5 BxB
21 RxB Q-B3!

This is better than 21...NxP when the Black Queen is out of play.

22 P-K7

And here 22 R/l-Q1 was stronger.

22 QxR
23 PxR(Q)ch KxQ
24 R-Q1 Q-K4!

Now Black has a centralized position, and has a much better endgame, than White.

25 P-R3 P-R4
26 P-KN4

Black threatened to play ...P-R5, pinning down the Kingside pawns. If 26 K-N1 (instead of P-KN4) then 26...P-R5 27 R-Q4, N/R-N6 28 RxKRP, Q-Q4 with threats of N-Q7ch, K-B1, N/B-N6ch with a quick mate. Even so, Bogolubov's move is not the best. He should have played 26 P-R4!

26 RPxP
27 PxP N/R-N6ch!

If instead of this check, 27...PxP, then 28 Q-N6, N/R-N6ch 29 K-B2, and now Q-K5ch 30 QxQ, NxQ 31 R-KB1, or even 31 R-KN1, NxBP 32 R-N2 or 32 K-B3 with serious drawing chances.

28 K-N1 PxP
29 R-N1

Now 29 Q-N6 (or Q-R7), Q-K5ch 30 QxQ, NxQ fails for White. He is lost because of the position of his King on N1. For example: 31 R-N1, NxBP 32 R-N2, N-Q7ch 33 K-B2, N/Q-K5 34 P-N3, P-QN4. Or 32 K-B2! (instead of 32 R-N2), N/N-B4 33 K-B3, N/B-K5ch 34 K-N4, P-N6 35 K-N5, K-B2 and wins.

29 Q-Q4
30 R-Q1

But not 30 RxP?, Q-R8ch.

30 Q-K5
31 R-N1 N-Q7ch
32 K-B1 Q-Q4!

Now on 33 P-QN4 follows 33...N/B-N6ch 34 K-N2, N-B5ch 35 K-R2, N-Q5! 36 QxP, P-QN4! 37 Q-R7, N-R4ch 38 K-R1, N/Q-N6ch 39 K-N1, Q-Q6ch 40 K-N2, N-B5ch 41 K-R2, Q-B7, mate.

33 Q-R7 N/7-K5

Isolating the Queen, without which the White King cannot be defended.

34 Q-R8ch K-B2
35 K-N1

Leads to mate, but after 35 R-Q1, N-N6ch 36 K-B2, Q-B5ch 37 K-N1, N/K-Q7ch 38 RxN, Q-B8ch 39 K-R2, Q-R8, mate.

35 Q-Q6ch
36 Resigns

After 36 K-R2, N-B6ch is mate in two moves.

Game 54

Araisa - Yates
Queen's Gambit

1 P-Q4, N-KB3 2 P-QB4, P-K3 3 N-QB4, P-Q4 4 B-N5, B-K2 5 P-K3, O-O 6 N-B3, QN-Q2 7 R-B1, P-B3 8 B-Q3,

PxP 9 BxP, N-Q4 10 P-KR4, P-B3 11 B-B4, NxB 12 Px
N, N-N3 13 B-N3, N-Q4 14 P-N3, Q-R4 15 K-B1, B-Q2
16 N-K4, B-K1 17 N-B5, B-B2 18 Q-K2, BxN 19 RxB,
Q-B2 20 P-R5, QR-Q1 21 Q-K4, K-R1 22 B-B2, P-B4 23
Q-K2, P-KR3 24 N-K5, B-K1 25 B-N3, Q-Q3 26 BxN,
KPxB 27 K-N2, K-N1 28 R-K1, Q-B3 29 R-B3, B-B2 30
R-N3, Q-K2 31 Q-Q1, Q-B2 32 P-N4, PxP 33 QxP, R-Q3
34 P-B5, R-B3 35 R/3-K3, P-B4 36 PxP, P-Q5 37 QxP,
RxP 38 Q-Q6, Q-B1 39 R-KN3, R-B3 40 Q-K4, BxKRP
41 P-B3, R-Q1 42 Q-B3, Q-B4 43 N-N4, BxN 44 RxB,
R-Q6 45 Q-B4ch, R-B2 46 R-K8ch, K-R2 47 R-N3, RxP
48 Q-K4, R-B7ch 49 K-N1, QxQ 50 RxQ, RxP 51 R-QR3,
R-Q2 52 R-K1, P-R3 53 P-B6, PxP 54 RxP, R-QB7 55
P-R4, P-R4 56 P-R5, P-R5 57 R-N6, R/2-Q7 58 R-N4,
R-N7ch 59 K-R1, R-R7ch 60 K-N1, P-R6 61 R-N4, R/R-
N7ch 62 RxR, RxRch 63 K-R1, R-R7 64 R-K5, K-R3 65 R-
QB5, P-N4 66 RxPch, K-R4 67 P-R6, P-N5 68 R-B5ch, K-
R5 69 R-B4, RxP 70 K-R2, R-R7ch 71 K-R1, R-K7 72 K-
N1, K-N6 73 R-B3ch, K-B5 74 R-B4ch, K-B6 75 R-B1, P-
N6 76 K-R1, R-Q7 77 R-B3ch, K-B7 78 R-B1, K-K7
Resigns.

Game 55

Colle - Montichelli
Queen's Gambit

1 P-Q4, N-KB3 2 N-KB3, P-Q4 3 P-K3, QN-Q2 4 QN-Q2,
P-B4 5 P-B3, P-KN3 6 B-Q3, B-N2 7 O-O, O-O 8 P-K4,
BPxP 9 NxP, PxP 10 NxP, NxB 11 BxN, N-B3 12 B-B3, P-
K4 13 N-N5, Q-N3 14 P-QR4, R-Q1 15 Q-K1, P-K5 16 B-
K2, P-QR3 17 B-K3, Q-B3 18 N-Q4, Q-B2 19 B-KN5, R-K1
20 O-Q2, N-N5 21 B-KB4, B-K4 22 BxB, QxB 23 BxN, BxB
24 KR-K1, QR-Q1 25 Q-R6, R-Q4 26 P-B3, B-B4 27 P-KN4,
R-Q3 28 P-KB4, Q-Q4 29 PxP, PxP 30 Q-R3, R-N3ch 31
K-R1, P-K6ch 32 Q-B3, R-K5 33 RxP, Resigns.

Game 56

Rubenstein - Grau
Colle System

1 P-Q4, N-KB3 2 N-KB3, P-QN3 3 QN-Q2, B-N2 4 P-K3,
P-B4 5 B-Q3, N-B3 6 O-O, P-N3 7 P-B3, B-N2 8 P-QR3,
O-O 9 P-K4, P-Q3 10 R-K1, N-Q2 11 P-Q5, N/3-K4 12
B-B1, P-B4 13 N-N5, Q-B1 14 P-KB4, N-N5 15 PxP, PxP

16 P-R3, N/5-B3 17 P-B4, P-N4 18 RxP, PxP 19 N-K6,
R-B2 20 RxR, KxR 21 NxP/4, B-B1 22 N-K3, N-N3 23 P-
QN3, N/NxP 24 N-N5ch, K-K2 25 NxNch, BxN 26 B-N2, Q-
N2 27 Q-K1ch, B-K5 28 Q-R4, B-N2 29 NxP, R-R1 30 Bx
Nch, K-B2 31 N-N5ch, K-N3 32 Q-N3, KxB 33 R-Q1, B-Q4
34 B-B4, BxB 35 Q-B3ch, Resigns.

STANDINGS AFTER ROUND SEVEN

6½ Alekine
4½ Nimzovich, Rubenstein, Tartakover
4 Ahues, Vidmar, Yates
3½ Bogolubov, Spielman
3 Knoch, Colle
2½ Grau, Maroczy, Montichelli
2 Araisa
1½ Romi

ROUND EIGHT

Game 57

Knoch - Grau
Queen's Indian

1 P-Q4, N-KB3 2 P-QB4, P-K3 3 P-QR3, P-QN3 4 N-QB3,
B-N2 5 Q-B2, P-B4 6 PxP, BxBP 7 N-B3, O-O 8 P-K3, P-
Q4 9 PxP, NxP 10 B-K2, NxN 11 QxN, N-Q2 12 O-O, R-B1
13 R-Q1, B-K2 14 Q-K1, B-KB3 15 N-Q4, BxN 16 RxB, P-
K4 17 R-Q1, Q-K2 18 B-Q2, N-B4 19 QR-B1, N-N6 20 Rx
R, RxR 21 B-QB3, Q-K3 22 P-B3, B-B3 23 Q-N3, P-B3 24
Q-R4, B-K1 25 Q-K4, K-R1 26 B-R6, R-B2 27 R-Q8, K-N1
28 Q-R8, K-B1 29 B-N5, R-K2 30 Q-K4, N-B4 31 QxRP,
N-N2 32 Q-R8ch, K-B2 33 BxBch, RxB 34 Q-R5ch, K-B1
35 B-N4ch, N-B4 36 BxNch, PxP 37 QxRch, QxQ 38 RxQch,
KxR 39 K-B2, K-K2 40 K-K2, P-K5 41 P-B4, K-K3 42 P-
KN4, P-N4 43 PxP, PxP 44 K-B2, K-Q4 45 K-N3, K-B5 46
P-KR4, PxPch 47 KxP, K-N6 48 P-N5, KxP 49 P-N6, P-
B5 50 P-N7, P-B6 51 P-N8(Q). P-B7 52 Q-N7ch, K-R7

53 Q-B3, K-N8 54 Q-N6ch, K-B8 55 K-N3, K-Q7 56 Q-N7,
K-Q8 57 K-B2, P-R4 58 Q-Q4ch, K-B8 59 QxP, K-N7 60
Q-K5ch, K-N8 61 Q-N5ch, K-R7 62 Q-B4ch, K-N8 63 P-
K4, Resigns.

Game 58

Monticelli - Rubenstein
Reti Opening

1 N-KB3, N-KB3 2 P-QB4, P-QB4 3 P-KN3, P-QN3 4 B-N2,
B-N2 5 P-N3, P-N3 6 B-N2, B-N2 7 P-Q3, N-B3 8 QN-Q2,
P-Q4 9 PxP, QxP 10 O-O, O-O 11 N-K5, Q-K3 12 N/2-B4,
QR-N1 13 N-B3, KR-Q1 14 P-KR3, P-KR3 15 K-R2, K-R2
16 QR-N1, N-Q5 17 KR-K1, N-Q4 18 Q-B1, N-N5 19 P-R3,
N/N-B3 20 P-QN4, PxP 21 PxP, NxNch 22 BxN, P-QN4 23
BxB, KxB 24 BxN, BxB 25 Q-N2ch, P-B3 26 N-K3, B-Q2!
27 P-N4, P-KR4! 28 Q-Q4, PxP 29 PxP, B-B3 30 Q-KB4,
R-R1ch 31 K-N3, P-N4 32 N-B5ch, K-B2 33 Q-K3, Q-Q2
34 P-B4?, P-K3 35 N-Q4, PxPch 36 QxBP, P-K4
Resigns.

Game 59

Yates - Colle
Queen's Indian Defense

1 P-Q4, N-KB3 2 N-KB3, P-K3 3 P-K3, P-ON3 4 QN-Q2,
B-N2 5 B-Q3, P-B4 6 O-O, N-B3 7 P-QR3, B-K2 8 P-QN3,
O-O 9 B-N2, PxP 10 PxP, N-Q4 11 R-K1, N-B5 12 B-KB1,
P-B4 13 N-B4, R-B1 14 N-K3, B-B3 15 P-N3, N-N3 16 N-
B4, N/B-K2 17 N/3-K5, Q-B2 18 P-KB3, P-QN4 19 NxN,
NxN 20 N-K5, QxP 21 R-N1, NxN 22 PxN, B-Q1 23 P-QN4,
B-N3ch 24 B-O4, BxP 25 QxB, BxBch 26 K-R1, R-B6 27
Q-N2, QxQch 28 KxQ, P-B5 29 R-K4, R-B7ch 30 K-R3,
B-N8 31 PxP, BxP 32 BxP, BxP 33 K-N4, P-R4ch 34 K-
B3, P-N4 35 R-K2, BxP dis. ch. 36 K-K4, RxRch 37 BxR,
B-B2 38 BxP, P-Q4ch 39 K-Q3, P-K4 40 B-N4, R-B5 41
B-K6ch, K-N2 42 K-K2, R-K5ch 43 K-B3, R-Q5 44 R-QB1,
B-N3 45 R-B6, R-B5ch 46 K-N3, P-Q5 47 P-R4, P-Q6 48
P-R5, P-Q7 49 R-Q6, B-Q5 50 B-N3, R-B8 51 R-Q7ch,
K-B1 52 P-N5, P-Q8(Q) 53 BxQ, RxB 54 K-N4, R-QR8 55
KxP, RxP 56 K-B6, K-K1 57 R-QN7, R-R8 58 K-K6, K-B1
59 R-Q7, R-R8 60 R-B7ch, K-N1 61 R-Q7, R-R3ch 62 K-
B5, K-B1 63 R-QN7, R-Q3 64 R-R7, K-K1 65 K-K4, R-Q2
66 R-R8ch, K-K2 67 R-R6, R-Q3 68 R-R7ch, K-Q1 69 R-
KN7, R-Q2 70 R-N6, K-B2 71 R-B6ch, K-N2 72 R-QR6.

R-QB2 73 K-Q3, R-B6ch 74 K-K4, R-QN6, Resigns.

Game 60

Nimzovich - Araisa
Queen's Indian Defense

1 P-Q4, N-KB3 2 N-KB3, P-QN3 3 B-N5, B-N2 4 QN-Q2,
P-K3 5 P-K3, B-K2 6 B-Q3, P-Q3 7 P-K4, QN-Q2 8 Q-K2,
P-KR3 9 B-KB4, N-R4 10 B-K3, N/4-B3 11 P-KR3, P-B4
12 P-B3, Q-B2 13 O-O, P-KN4 14 N-R2, P-K4 15 P-QN4,
N-B1 16 B-N5ch, B-B3 17 NPxP, NPxP 18 P-QR4, N-N3 19
BxBch, QxB 20 Q-N5, K-Q2 21 PxBP, QxQ 22 PxQ, PxP 23
R-R6, KR-QN1 24 P-QB4, R-N3 25 R/1-R1, RxR 26 RxR,
N-K1 27 P-N6, K-B3 28 N-N3, K-N2 29 RxPch, RxR 30 Px
R, KxP 31 N-N4, P-R4 32 N-R6, P-B3 33 N-B5, K-N2 34
NxPch, BxN 35 BxB, K-B3 36 B-R3, N-B5 37 K-B1, K-Q2
38 N-K3, K-K3 39 N-Q5, P-B4 40 PxPch, KxP 41 N-B3,
P-K5 42 N-K2, K-K4 43 B-N2ch, K-K3 44 B-B1, NxN 45
KxN, N-Q3 46 P-B5, N-B4 47 BxP, N-Q5ch 48 K-Q1, K-Q4
49 B-K3, N-B3 50 P-N4, PxP 51 PxP, N-K4 52 P-N5, N-
B5 53 P-N6, K-K3 54 P-B6, N-Q3 55 P-N7, K-B2 56 B-Q4,
N-B4 57 B-B5, Resigns.

Game 61

Vidmar - Bogolubov
King's Indian

1 P-Q4, N-KB3 2 N-KB3, P-KN3 3 B-N5, B-N2 4 QN-Q2,
P-B4 5 P-B3, PxP 6 PxP, Q-N3 7 N-B4, Q-Q1 8 P-K3,
O-O 9 B-Q3, P-Q4 10 N/4-Q2, N-B3 11 O-O, Q-N3 12 O-
N3, QxQ 13 NxQ, N-K5 14 B-KB4, B-B4 15 B-QN5, N-Q1
16 P-KR3, P-QR3 17 B-K2, N-B3 18 QR-B1, QR-B1 19 P-
R3, P-B3 20 KR-Q1, KR-Q1 21 B-R2, P-K4 22 K-B1, B-K3
23 PxP, PxP 24 N-B5, NxN 25 RxN, P-R3 26 P-QN4, P-K5
27 N-Q4, NxN 28 PxN, B-B1 29 R/5-B1, RxR 30 RxR, R-
B1 31 RxR, BxR 32 B-KB4, B-Q2 33 K-K1, B-N2 34 B-K3,
P-KR4 35 K-Q2, K-B2 36 P-KR4, B-KB3 37 P-N3, B-K2 38
K-B3, B-R6 Draw.

Game 62

Maroczy - Romi
Queen's Gambit

1 P-Q4, P-Q4 2 N-KB3, N-KB3 3 P-B4, P-B3 4 P-K3, P-
3 5 N-B3, B-N5 6 B-Q3, O-O 7 Q-B2 (more aggressive

and stronger was 7 Q-N3) QN-Q2 8 O-O, Q-K2 9 B-Q2, PxP 10 BxP, B-Q3 11 B-Q3, P-K4 12 P-KR3, R-K1 13 N-KN5, P-KR3 14 N/5-K4, B-B2 15 QR-K1, NxN 16 NxN, N-B3 17 NxNch, QxN 18 B-B3, Q-R5 (Black threatens to get a draw by a Bishop sacrifice. Very solid was 18...PxP, with 19 BxP, B-K4) 19 PxP, BxKP 20 BxB, R x3 21 P-B4, R-K1 22 K-R2 (to prevent ...BxP) B-Q2 23 O-B3!, QR-Q1 24 P-K4, B-B1 25 R-K3, Q-K2 26 P-K5, Q-Q2 27 R-Q1, Q-K2 28 R/1-K1, Q-R5 29 R-KB1, Q-K2 30 B-N1, R-Q4 31 Q-B2, P-KN3 32 R-KN3, K-B1 33 O-K2, Q-N5 34 BxP (the natural continuation to gain an attack) PxB 35 RxP, K-K2 36 Q-R5, K-Q1 37 QxP, QxNP 38 P-K6!, R-R1 39 P-K7ch, K-K1 (on 39...K-B2 could follow 40 R-QN1, Q-Q5 41 R-QN4 with exchange of the Queens and a likely draw) 40 R-K1, R-Q7 41 Q-R5!! (this move decides the game) 41...RxFch 42 RxRch, RxQ 43 RxQ, RxPch 44 K-N1!, R-R2 45 R-R2!, R-N2ch 46 K-B2, R-N1 47 R-R6, K-B2 (else the sequence ... R-Q6 and P-B5-B6 etc decides) 48 P-K8(Q)ch, RxQ 49 R-R7ch, Resigns

Game 63

Spielman - Ahues
Ruy Lopez

1	P-K4	P-K4
2	N-KB3	N-QB3
3	B-N5	P-QR3
4	B-R4	N-B3
5	Q-K2	B-K2
6	P-B3	P-Q3
7	P-Q4	B-Q2
8	P-Q5	N-QN1
9	B-B2	O-O
10	O-O	P-B3
11	PxP	NxBP
12	P-KR3	R-B1
13	B-K3	Q-B2
14	QN-Q2	N-Q1
15	P-QR4	B-B3
16	P-R5	N-K3
17	B-Q3

On 17 B-N6 follows 17...N-B5.

17	R/B-K1
18	P-KN3	K-R1

19	K-R2	N-B4
20	BxN	PxB
21	N-B4	N-Q2
22	N/3-Q2	B-KN4
23	N-K3	N-B3
24	P-B3	R-Q1

With the threat of 25...Q-Q2, winning a piece.

25	KR-Q1	R-Q2
26	N/2-B1	R/1-Q1
27	P-QB4!	R-Q5

This is clearly not the best move.

28	N-B5	R-Q2
29	P-R4	B-R3
30	NxB	PxN

Now Black's pawn position is shattered, but he has possibilities on the open KN-file.

31	N-K3	N-R4
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The correct answer. The game now enters a critical phase.

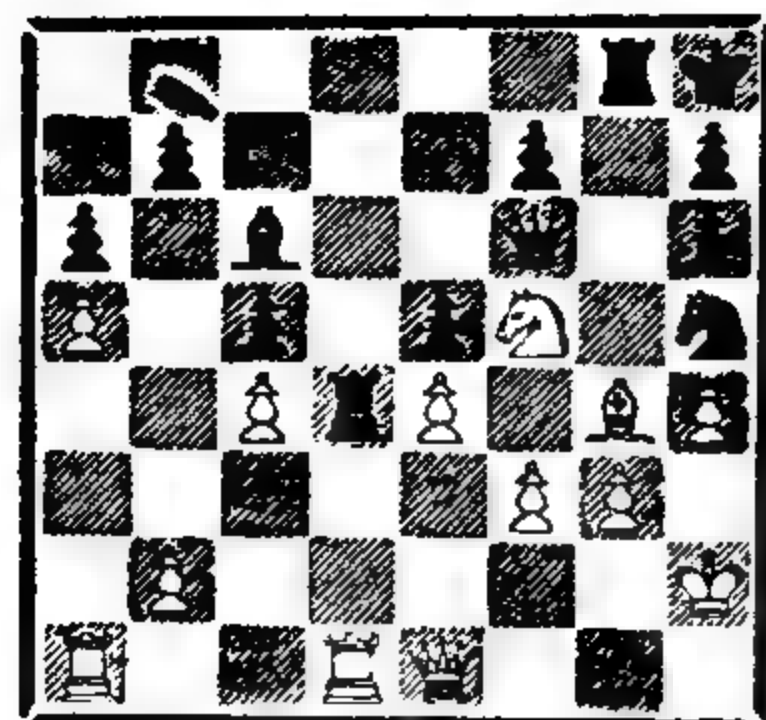
32	N-B5	R-KN1
33	Q-K1

The move 33 P-KB4 fails because of 33...NxNP 34 NxN, PxP, etc.. If instead 33 Q-K3, then 33...Q-Q1! 34 Q xRP, RxB 35 RxR, QxR 36 QxN, Q-K7ch 37 K-R3 (if 37 K-R1, then 37...BxP) 37...R-N3 followed by ...P-B3 and ...B-K1 winning the Queen. In all these variations, Black has a won game.

33	Q-Q1
34	B-B1	Q-B3
35	B-R3	R-Q5!!

This time, the exchange sacrifice is correct and very strong. Now the threat is 36...NxP 37 NxN, Qx RP.

36	B-N4
----	------	------



36 NxP!
37 QxN

Or 37 NxN, QxPch 38 K-N2 (if 38 B-R3, then 38...B-Q2 39 N-B5, Q-B5ch and Black wins) 38...P-R4 39 B-B5, Q-B5 etc..

37 P-R4
38 NxR BPxN
39 R-KB1

Here White could force a draw by 39 R-KN1; for example: 39...PxB (there is nothing better) 40 PxP, BxP 41 QR-K1, RxP! 42 QxR, Q-B7ch 43 R-N2, BxR 44 Q-B8ch, K-N2 45 R-KN1, K-R3 46 RxB and Black has a perpetual check starting with 46...Q-B5ch etc.

39 Q-K2
40 R-B2 BxP!
41 R-K1

If 41 PxP, then 41...RxB wins the Queen.

41 P-B4!
42 R/2-K2 RPxB!
43 PxP P-B5

White now has a Rook for two pawns, but his game is lost.

44 Q-QR3 QxPch
45 K-N1 P-B6
46 Q-Q6

Not possible is 46 R-KB2 because of 46...P-N6 47 RxP, Q-R7ch 48 K-B1, P-N7ch 49 K-K2, P-N8(Q)ch, etc. Therefore, White tries to play for perpetual check.

46 R-K1

A quicker way to win is 46...Q-N6ch 47 K-R1, Q-B5 and then ...P-N6.

47 Q-Q7 R-KB1
48 R-KB1 P-N6
49 RxP RxR
50 Q-K8ch K-N2
51 QxPch Q-B3
52 Q-B7ch

After exchange of Queens, Black easily wins the endgame.

52 K-R3
53 K-N2

On 53 R-K1 follows 53...R-K6! 54 R-KB1, R-K8! with a beautiful win.

53 R-Q6
54 Q-N6 K-N4
55 Q-B5ch K-N5
56 Q-QB8ch K-N4
57 Q-N8ch K-R3
58 Q-N4 R-K6!
59 Q-R3ch K-N4
60 K-N1 P-R4

Black's position is so strong that he had an immediate win by 60...Q-B7ch. The text move also wins by the threat to take the Rook on K2.

61 Q-N2 P-R5
Resigns

Game 64

Alekine - Tartakover
Dutch Defense

1 P-Q4 P-K3
2 P-QB4 P-KB4
3 P-KN3

This is the strongest. The bishop bearing on Q5 along the diagonal can dominate the game.

3 N-KB3
4 B-N2 B-N5ch

This is a typical maneuver in the Dutch Defense. This variation often results in exchange of several minor pieces. On 5 B-Q2 could follow 5...BxBch or 5...Q-K2.

5 N-Q2	N-K5
6 P-QR3!	NxN
7 BxN

Of course not 7 PxP? because of ...NxP.

7	BxBch
8 QxB	O-O
9 N-R3!

If the knight is developed to KB3, Black can strive for equal play through symmetry in the center.

9	P-Q4
--------	------

According to practice, this is more solid than 9...P-Q3, with a following Q-K2, N-Q2, P-K4, etc. But Alekine shows an effective method of playing against the opponent's Queenside.

10 PxP	PxP
11 N-B4	P-B3
12 O-O	Q-K2

He should develop the Queenside. Even so, better was 12...Q-Q3 or 12...Q-B3. Not sufficient for equality is 12...N-R3 with a following N-B2.

13 P-QN4!
-----------	------

Played to threaten 14 P-N5 and if 13...P-QR3, then White could immediately play 14 P-QR4, N-Q2 15 QR-B1, etc. The text move introduces combinations directed at undermining the center in the characteristic Alekine style.

13	P-QR3
14 P-B3	N-Q2

If 14...R-K1 then 15 P-K4!, BPxP 16 PxP, PxP 17 BxP! and now 17...QxB is not possible because of 18 QR-K1.

15 P-K4!	BPxP
16 PxP	PxP
17 Q-R2ch	K-R1

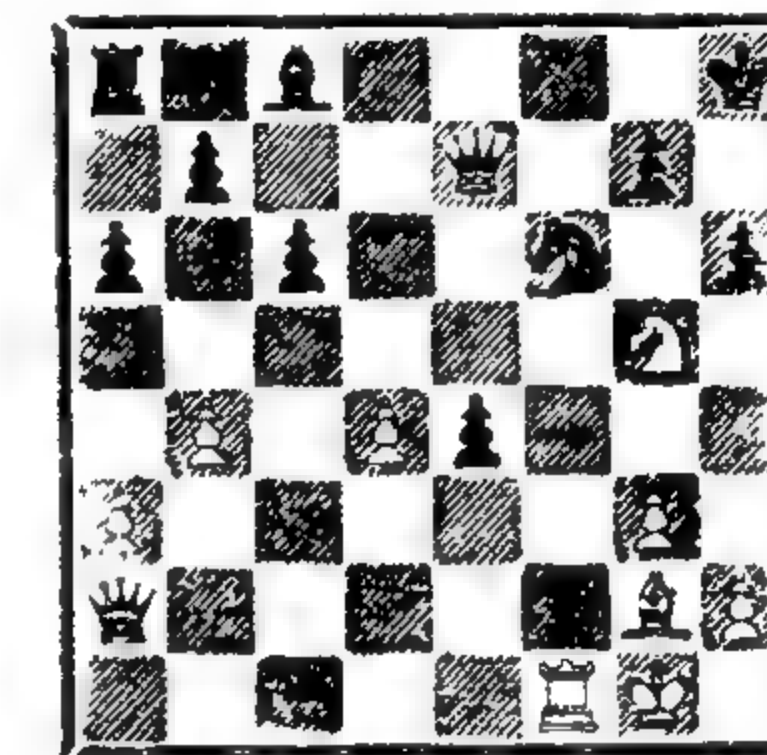
17...Q-B2 fails because of 18 N-K6.

18 N-K6
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Unclear here is 18 QR-K1, N-B3 19 BxP as Black answers not 19...NxP 20 RxN!, but 19...Q-Q3, winning a tempo for the defense.

18	RxRch
19 RxR	N-B3
20 N-N5	P-KR3

A critical moment in the game. Correct was 20...B-Q2! as White has no more than a perpetual check by 21 N-B7ch, K-N1 22 N-R6ch, K-R1 23 N-B7ch.



21 Q-B7!
----------	------

White finds the best way. Nothing comes of 21 N-B7ch, K-R2 22 N-K5, B-K3 23 Q-KB2, R-Q1, nor 21 NxP, NxN 22 BxN, B-K3, etc.

21	QxQ
---------	-----

On 21...Q-Q3 follows 22 RxN, QxPch 23 K-R1!, PxN 24 Q-K8ch, K-R2 25 BxPch, etc.

22 NxQch	K-R2
----------	------

Bad is 22...K-N1 because of 23 NxPch.

23 N-Q6	B-K3?
---------	-------

A blunder. The correct defense was 23...K-N1 24 R-K1, R-N1 25 BxP, NxP 26 RxN, B-R6 27 R-K8ch, RxR 28 NxR, K-B1 29 N-Q6, P-QN3 which should be sufficient for Black to draw.

24 NxNP	B-Q4
25 R-K1	R-R2
26 N-B5	P-QR4

27 PxP

Of course not 27 NxP, NxN 28 BxNch, BxB 29 RxB, PxP 30 PxP, R-R5 with a draw.

27 RxP
28 P-QR4 R-R1
29 R-R1 R-R4
30 R-R3 K-N3
31 P-R3! K-B4
32 K-B2 N-K1
33 BxPch! BxB
34 P-N4ch K-B3

34...K-B5 is met by 35 N-K6, Mate. Bad also was 34 ...K-N4 35 NxBch, K-R5.

35 NxBch K-K3
36 K-K3

Poor was 36 R-K3, K-Q4 37 N-B3ch, K-B5 38 RxN, KxN and Black survives.

36 N-Q3

Or 36...N-B2 37 N-B5ch, K-Q4 38 R-R1, N-N4? 39 N-N3, and wins.

37 K-Q3 NxN
38 KxN P-R4
39 P-N5!

This pawn sacrifice forces the win. Bad was 39 PxP, RxKRP and Black's threat of 40...R-R5ch is sufficient to draw. For example: 41 R-KN3, R-R5ch 42 K-Q3, P-N4!, etc.

39 RxNP
40 P-R5 R-N4
41 P-R6 R-N1
42 P-R7 R-QR1
43 P-R4! P-N4
44 PxP P-R5
45 R-R6

After 45 K-B4, P-R6! 46 K-N3, K-B4 47 R-R5ch, K-K5 etc. the chances of an equal result are strong.

45 K-B2
46 K-B4

After 46 RxP, RxP 47 R-KR6, R-R4 leads to a draw.

46 P-R6
47 K-N3 K-N3
48 P-Q5!

The winning point. After 48 K-N4, P-R7 49 RxPch, K-N2 50 R-KR6, RxP 51 RxP, R-Q2 52 R-Q2, R-Q4 Black draws in spite of a deficit of two pawns.

48 KxP
49 PxP K-B4
50 P-B7 Resigns

STANDINGS AFTER ROUND EIGHT

7½ Alekine
5½ Nimzovich, Rubenstein
5 Ahues
4½ Tartakover, Vidmar
4 Bogolubov, Yates, Kmoch, Colle
3½ Maroczy, Spielman
2½ Grau, Monticelli
2 Araisa
1½ Romi

ROUND NINE

Game 65

Tartakover - Kmoch
Queen's Gambit

1 N-KB3, N-KB3 2 P-B4, P-B3 3 P-Q4, P-Q4 4 N-B3, P-K3 5 B-N5, QN-Q2 6 P-K3, Q-R4 7 BxN, NxB 8 Q-B2, B-K2 9 B-Q3, PxP 10 BxBP, P-B4 11 O-O, O-O 12 P-Q5, PxP 13 NxP, NxN 14 BxN, Q-B2 15 P-QN4, R-N1 16 PxP, QxBP 17 O-K4, B-B3 18 QR-B1, Q-K2 19 Q-KB4, B-K3 20 R-B7, Q-K1 21 BxP, B-Q1 22 B-K4, BxR 23 QxP, O-R5 24

N-N5, P-KR3 25 B-R7ch, K-R1 26 NxB, PxN 27 B-N1, QR-Q1 28 Q-B5, R-B3 29 P-KR3, Q-Q2 30 Q-B2, P-N3 31 Q-K4, K-N2 32 B-B2, Q-Q4 33 Q-QR4, Q-QB4 34 R-Q1, RxR ch 35 BxR, R-B2 36 B-B2, R-B2 37 B-N3, Q-K4 38 P-N3, Q-KB4 39 Q-Q4ch, Q-B3 40 BxP, QxQ 41 PxQ, R-B8ch 42 K-N2, R-Q8 43 K-B3, RxP 44 K-K3, R-QN5 45 P-B4, K-B3 46 B-N3, P-N1 47 PxPch, KxP 48 K-B3, K-B4 49 P-N4ch, K-K4 50 K-N3, R-Q5 51 K-R4, R-Q6 52 B-B4, R-QB6 53 B-N3, P-QR4 54 B-R4, K-B3 55 B-Q1, R-K6 56 B-B2, R-R6 57 B-N3, P-R5 58 B-N8, R-K6 59 B-B4, K-K4 60 B-N5, P-R6 61 B-B4, K-Q5 62 B-N8, K-Q6 63 B-R7ch, K-Q5 64 B-N8, K-K4 65 B-B7, K-B5 66 B-N8, R-QB6 67 B-B7, R-B4 68 B-K6, R-K4 69 B-B4, K-B6 70 B-Q3, R-K6 71 B-B4, K-N7 72 K-R5, RxPch 73 K-N6, K-B6 74 B-K6, K-B5 75 P-N5, R-K6 76 PxP, RxBch 77 K-R5, R-K7 78 P-R7, RxP Resigns.

Game 66

Ahues - Alekine
Queen's Indian Defense

1	P-Q4	N-KB3
2	N-KB3	P-QN3
3	P-K3	B-N2
4	QN-Q2	P-B4
5	B-Q3	P-K3
6	P-B3	B-K2
7	Q-K2

Often played here are 7 O-O or 7 P-K4.

7	N-Q4!
---	------	-------

This answer shows the insufficiency of White's previous move. Now on P-K4 follows N-B5.

8	PxP	PxP
9	N-B1?

Here N-B4 had to be played. Ahues seems intimidated by the World Champion.

9	Q-B2
10	N-N3	N-QB3
11	B-Q2	P-KN4

Alekine continues to play for control of his KB5. Moreover, he prepares to storm White's castled position.

12	P-B4	N/4-N5
13	B-B3	NxBch
14	QxN	N-N5
15	Q-K2	R-KN1
16	P-QR3	N-B3
17	N-Q2

Defending the QBP against the threat of B-R3 and then P-Q4.

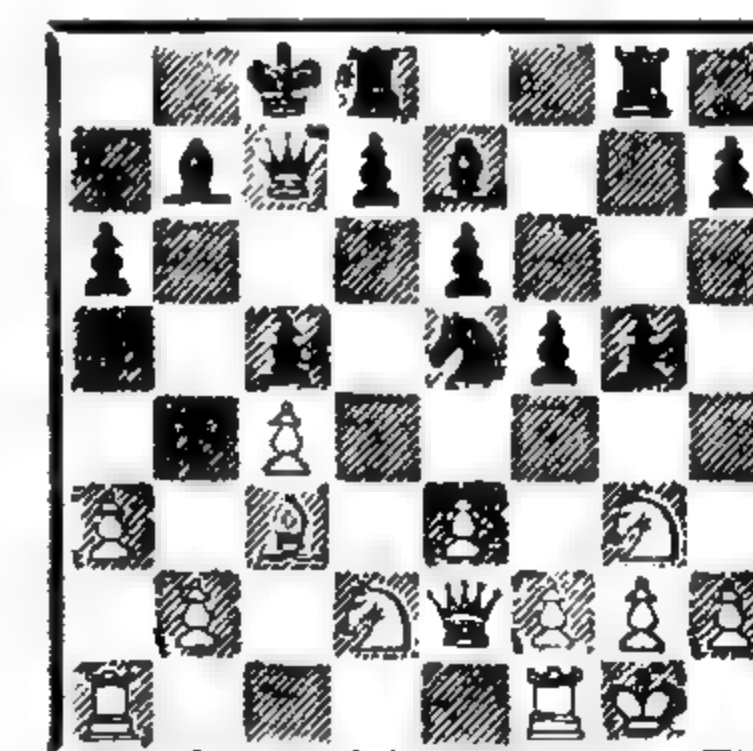
17	N-K4
18	Q-R5?

This is a blunder and in two moves, White has a lost position. By playing 18 O-O, White at least saves two tempi.

18	O-O-O!
19	O-O

White chooses not to accept the pawn sacrifice by 19 QxRP, R-R1 20 BxN, QxB 21 QxP, B-KB3 22 Q-N6, BxP 23 R-KN1, RxP, etc.

19	P-B4
20	Q-K2



20	P-KR4!
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An energetic continuation. White by accepting the sacrifice opens lines to his own King.

21	NxRP	R-N3
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But not 21...R-R1 because of 22 P-B4.

22	P-B4	PxP
23	NxP	R-R3
24	P-R3	R-N1

25 BxN	QxB
26 N-B3	Q-N2
27 QR-Q1

Black's attack is very powerful. On 27 K-R1, follows 27...B-Q3 28 QR-Q1, BxN 29 PxB, Q-N6 with threat of RXPch.

27	P-K4!
---------	-------

By undermining the two knights, Black decides the game.

28 N-Q5	RxP
29 Q-Q2	BxN!
30 PxB	P-K5
31 P-Q6

Forced. On 31 N-R2, 31...B-Q3 wins; on 31 N-K1, Q-N6 is decisive.

31	PxN
32 RxP	RxR
33 PxB	QxKP
Resigns	

Game 67

Romi - Spielman
Queen's Pawn Game

1 P-Q4, N-KB3 2 B-B4, P-K3 3 P-K3, P-QN3 4 N-KB3, B-N2 5 B-Q3, B-K2 6 P-KR3, O-O 7 QN-Q2, P-Q3 8 O-O, QN-Q2 9 B-R2, N-K1 10 P-K4, P-N3 11 Q-K2, N-N2 12 B-KB4, P-KB3 13 B-KR6, P-K4 14 B-B4ch, K-R1 15 QR-Q1, P-B3 16 KR-K1, P-QN4 17 B-N3, Q-N3 18 P-B3, P-QB4 19 N-B1, P-B5 20 B-B2, Q-B2 21 N/1-R2, R-B2 22 N-N4, N-K3 23 B-B1, B-KB1 24 N-K3, N-B5 25 Q-B1, B-N2 26 P-KN3, N-R4 27 Q-K2, R-K1 28 P-Q5, N-B4 29 N-N2, B-KB1 30 P-KN4, N-N2 31 N/2-R4, B-K2 32 Q-K3, K-N1 33 K-R2, Q-Q1 34 R-N1, P-B4 35 NxBP, PxN 36 NPxP, R-B3 37 R-N4, B-KB1 38 R/1-N1, P-KR3 39 R-N6, RxR 40 RxR, BxP 41 PxB, P-K5 42 QxRP, PxN 43 P-B6, Q-Q2 44 R-N3, N-Q6 45 RxP, Q-KB2 46 R-N3, R-K7 47 BxN, PxB 48 R-N2, R-K4 49 PxN, BxP 50 B-K3, Q-K2 51 Q-N6, Q-KB2 52 QxP/3, RxP 53 B-Q4, Q-B5ch 54 K-R1, R-N4 55 RxR, QxR 56 Q-N3, QxQ 57 PxQ, B-R3 58 BxP Resigns.

Game 68

Bogolubov - Maroczy
French Defense

1 P-K4	P-K3
2 P-Q4	P-Q4
3 N-QB3	N-KB3
4 B-KN5	B-K2
5 P-K5	N/3-Q2
6 P-KR4	P-QR3

A poor continuation! A sharp position follows the energetic 6...P-QB4! 7 BxB, KxB 8 Q-N4, K-B1 9 N-B3, PxP and Q-N3 with equal chances.

7 Q-N4	BxB
--------	-----

Preferable is Grunfeld's 7...K-B1 followed by P-QB4 and N-QB3.

8 PxB!
--------	------

Threatening 9 P-N6, BPxP 10 RxP. This is prevented by the following move which leaves Black's KB3 and KR3 very weak.

8	P-KN3
--------	-------

In the game Fink-Maroczy, Chicago 1926, there followed: 9 O-O-O, P-QB4 10 R-K1, N-QB3 11 PxP, NxBP etc. Bogolubov finds a stronger continuation.

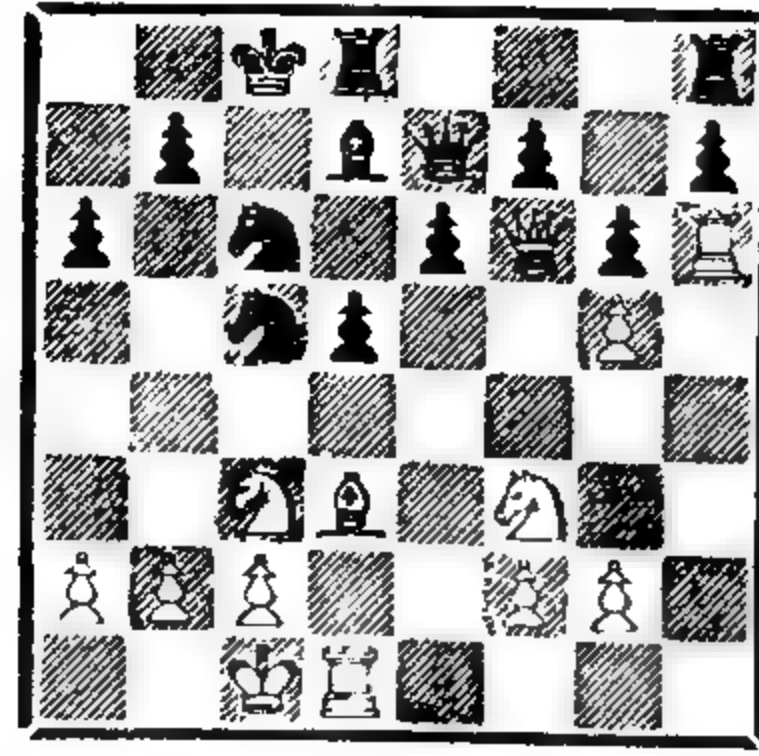
9 B-Q3!
---------	-------

Now on 9...P-QB4 followed the piece sacrifice 10 BxN P!, BPxB 11 QxPch, Q-K2 (Or 11...K-B1 12 NxP and then Q-Q6ch) 12 QxQch, KxQ 13 NxPch, K-Q1 14 P-K6, and wins.

9	Q-K2
10 N-B3	P-QB4
11 PxP	N-QB3
12 O-O-O	NxBP

The KP cannot be taken. On 12...N/2xKP follows 13 NxN, NxN 14 Q-Q4, P-B3 (14...QxPch 15 P-B4) 15 PxP, QxP 16 NxP!, NxBch (16...PxN 17 KR-K1) 17 RxN, QxQ 18 N-B7ch! and White wins (18...K-Q1 19 NxR or 18...K-K2 19 RxQ).

13	O-KB4	B-Q2
14	R-R6	O-O-O
15	O-B6



White has a winning position because of the weakness of the Black squares. He will eventually win the KRP. Black therefore declines to exchange Queens and embarks on a counter-attack which proves to be insufficient.

15	NxBch
16	PxN	Q-B4
17	P-Q4	Q-B5
18	K-N1

Not 18 QxBP? because of QR-B1 trapping the Queen.

18	K-N1
----	------	------

Now White could safely take the KBP.

19	R-R4?	QR-KB1
20	Q-B4	N-K2
21	R-R3

Played so as to answer ...N-B4 by an immediate P-KN4.

21	P-QR4
22	N-Q2	Q-R3
23	N-N3	P-N3
24	R-QB1	P-R5
25	N-R1	N-B3?

This loses a pawn. He should play 25...K-N2 26 N-B2, N-B3.

26	NxQP	B-B1
----	------	------

Of course on 26...PxN follows 27 P-K6ch.

27	N-B6!
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If 27 RxN, then PxN with some chances. For example:
28 P-KN4?, Q-B8ch or 28 P-K6ch, K-R1, etc.

27	N-N5
28	Q-Q2	Q-N4
29	N-B2	NxN
30	QxN	R-Q1

30...B-N2 31 Q-B7ch, K-R2 32 R/3-B3 and then R-B6 and N-Q7 also wins easily.

31	RxP	B-R3
32	Q-B7ch	K-R1
33	RxP	Resigns

Game 69

Araisa - Vidmar
Slav Defense

1 P-Q4, P-Q4 2 P-QB4, P-QB3 3 N-QB3, N-KB3 4 N-B3, P-K3 5 B-N5, B-K2 6 P-K3, O-O 7 R-B1, QN-Q2 8 P-QR3, R-K1 9 B-Q3, PxP 10 BxBP, N-Q4 11 BxB, QxB 12 N-K4, N/4-B3 13 N-N3, P-B4 14 O-O, P-QN3 15 B-N5, R-Q1 16 PxP, NxP 17 N-Q4, B-N2 18 P-QN4, N/4-K5 19 NxN, NxN 20 B-B6, P-K4 21 N-B5, Q-N4 22 BxB, RxQ 23 KRxQ, QxN 24 BxR, P-N3 25 P-B3, N-B3 26 R-B7, Q-N4 27 R-Q3, P-K5 28 BxP, NxB 29 PxN, Q-R5 30 P-N3, QxKP 31 R/7-Q7, P-KR4 32 R/7-Q4, Q-B3 33 P-KR4, Q-B6 34 P-K4, Q-K7 35 R-N3, P-R3 36 R/4-Q3, QxP 37 R-KB3, Q-Q5ch 38 K-N2, K-N2 39 R/N-Q3, Q-N7ch 40 R-B2, Q-B8 41 R/3-KB3, Q-B3 42 K-R2, P-B4 43 R-K3, Q-Q3 44 R/2-B3, Q-Q7ch 45 K-N1, K-R3 46 K-R1, P-QN4 47 K-N1, Q-Q4 48 R-Q3, Q-K4 49 R/Q-K3, Q-B3 50 K-N2, Q-N7ch 51 K-N1, Q-Q7 52 K-R1, Q-R7 53 R-Q3, Q-N8ch 54 K-N2, Q-B7ch 55 K-N1, Q-B1 56 R-B3, Q-K3 57 R/QB-K3, Q-N3 58 K-N2, K-N2 59 R-B3, K-B3 60 R/QB-Q3, Q-K3 61 R/Q-K3, Q-R7ch 62 K-N1, K-N2 63 K-R1, K-R3 64 K-N1, Q-N7 65 K-R1, P-B5 66 PxP, Q-B3 67 R-KR3, QxBP 68 R/K-KN3, K-N2 69 R-QB3, Q-K5ch 70 K-R2, Q-Q5 71 K-R1, K-R3 72 R/QB-KN3, Q-B7 73 R-N5, Q-B8ch 74 K-R2, Q-B5ch 75 K-N2, Q-K5ch 76 K-R2, K-N2 77 R/5-N3, Q-KB5 78 K-R1, Q-QB8ch 79 K-R2, Q-Q7ch 80 R-N2, Q-Q3ch 81 K-N1, Q-Q5ch 82 K-R1, Q-K5 83 K-N1, Q-K8ch 84 K-R2, Q-K4ch 85 K-N1, K-B2 86 R-B3ch, K-N2 87 R-R3, Q-Q5ch 88 K-R2, K-B2 89 R-B3ch, K-K2 90 K-R3, Q-Q8 91 R/3-KN3, Q-R8ch 92 R-R2, Q-QB8 93 R/2-KN2, K-B2 94 R-N1, Q-B1ch 95 K-R2, Q-B5 96 K-R3, Draw.

Game 70

Colle - Nimzovich
Queen's Pawn Opening

1 P-Q4, N-KB3 2 N-KB3, P-Q4 3 P-K3, P-B4 4 QN-Q2,
P×P 5 P×P, N-B3 6 P-B3, Q-B2 7 B-Q3, B-N5 8 P-KR3,
B-R4 9 Q-R4, N-Q2 10 O-O, P-K3 11 R-K1, B-Q3 12 Q-
B2, B-B5 13 N-R4, P-KN4 14 N-B5, O-O-O 15 N-K3, K-
N1 16 P-QN4, B-N3 17 N-N3, N-B3 18 N-QB5, P-K4 19
P-N5, N-QR4 20 R-N1, K-R1 21 P-N6, RP×P 22 N-R4,
R-Q3 23 P×P, B×P 24 N-KB5, B×N 25 R×B, B×B 26 Q×B,
P-R3 27 B-R3, R-B3 28 R-K7, Q-Q1 29 R×BP, R-K1 30 Q-
Q4, N-B5 31 B-N4, N-K4 32 R-B8, R×R 33 B×R, N/3-Q2
34 B-N7, N-N3 35 Q×QP, Q-K2 36 B×P, N-B5 37 Q-KB5,
R×B 38 R-Q1, N-K4 39 P-N3, N×Pch Resigns.

Game 71

Rubenstein - Yates
Queen's Gambit

1 P-Q4, N-KB3 2 P-QB4, P-K3 3 N-QB3, P-Q4 4 N-B3,
P-QR3 5 P-K3, P-B4 6 QP×P, B×P 7 P-QR3, O-O 8 P-QN4,
B-K2 9 P×P, P×P 10 B-N2, N-B3 11 B-K2, B-K3 12 O-O,
P-R3 13 R-B1, R-B1 14 N-Q4, B-Q3 15 P-B4, R-K1 16
B-B3, N×N 17 Q×N, R-B5 18 Q-Q3, P-QN4 19 P-B5, B-QB1
20 N×QP, N-N5 21 B×N, R×B 22 P-B6, B-N2 23 KR-Q1,
Q-N1 24 P-R3, R-N6 25 P×P, R-K3 26 N-B6ch, R×N 27 B×
R, Q-K1 28 R-Q2, R-N3 29 Q×B, Q×Pch 30 K-R2, R×B 31
Q-B8ch, Resigns.

Game 72

Grau - Montichelli
Bogo-Indian

1 P-Q4, N-KB3 2 N-KB3, P-K3 3 P-B4, B-N5ch 4 B-Q2,
Q-K2 5 P-QR3, B×Bch 6 QN×B, P-Q3 7 P-K4, P-K4 8 P-
Q5, QN-Q2 9 P-QN4, O-O 10 P-KN3, N-K1 11 B-N2, P-KB4
12 P×P, P-K5 13 N-Q4, P-K6 14 N/2-B3, P×Pch 15 K×P,
N-K4 16 R-K1, P-KN3 17 K-N1, B×P 18 N×N, P×N 19 N×B,
P×N 20 Q-Q4, P-K5 21 P-N4, N-B3 22 P×P, KR-K1 23 R-
K3, K-B2 24 R-KB1, Q-K4 25 Q×Q, R×Q 26 R-B4, R-KN1
27 P-R3, P-N4 28 K-B2, P×P 29 B-B1, R-N4 30 B×P, K-
K2 31 B-Q3, Draw.

STANDINGS AFTER ROUND NINE:

8½ Alekine
6½ Nimzovich, Rubenstein
5 Ahues, Bogolubov, Vidmar, Knoch
4½ Tartakover
4 Yates, Colle
3½ Maroczy, Spielman
3 Montichelli, Grau
2½ Araisa, Romi

ROUND TEN

Game 73

Knoch - Montichelli
Nimzo-Indian Defense

1 P-Q4, N-KB3 2 P-QB4, P-K3 3 N-QB3, B-N5 4 Q-B2, P-
Q4 5 P-K3, P-B4 6 N-B3, O-O 7 P-QR3, B×Nch 8 P×B,
QN-Q2 9 B-Q3, Q-B2 10 O-O, P-QN3 11 BP×P, KP×P 12 P-
B4, BP×P 13 N×P, B-R3 14 N-N5, Q-B3 15 N-Q4, Q-B4 16
R-Q1, B×P 17 B-B5, KR-K1 18 B-N2, N-K4 19 QR-B1, P-
QN4 20 N-B3, N/4-Q2 21 R-Q4, QR-N1 22 R-R4, P-N3 23
B×N, N×B 24 Q-B3, P-B3 25 R-B4, P-N5 26 P×P, Q×NP 27
Q×Q, R×Q 28 B×P, N×B 29 R×N, P-QR4 30 P-R4, P-R5 31
R-B3, R-R1 32 R-R3, R-N6 33 R×R, B×R 34 N-Q4, B-B5
35 N-B2, P-R6 36 N×P, R×N 37 K-R2, R-R3 38 R-B4, R-
K3 39 K-N3, K-N2 40 R-Q4, R-K5 41 R-Q2, K-B3 42 R-
N2, P-R4 43 R-N8, R-N5ch, Resigns.

Game 74

Yates - Grau
French Defense

1 P-K3, P-K3 2 P-Q4, P-Q4 3 N-QB3, P×P 4 N×P, N-KB3
5 P-B3, P-B4 6 N-B3, N-B3 7 B-K3, Q-N3 8 B-Q3, B-Q2
9 P×P, B×P 10 B×B, Q×B 11 O-O, O-O 12 R-K1, N-QN5

13 R-K5, Q-B2 14 N-K4, NxN 15 QxN, NxN 16 RxN, QR-Q1
 17 R-KR4, P-KR3 18 R-QB4, Q-N3 19 Q-B3, R-B1 20 R-Q1,
 RxR 21 QxR, B-B3 22 Q-Q4, QxQ 23 RxQ, P-B3 24 R-Q6,
 BxN 25 PxP, P-K4 26 R-Q7, R-B2 27 RxR, KxR 28 K-N2,
 K-K3 29 K-N3, K-B4 30 P-QR4, P-KN3 31 P-R5, P-KN4
 32 P-QB4, P-R4 33 P-N4, K-K3 34 K-N2, P-R5 35 K-B1,
 K-Q3 36 K-K2, P-B4 37 K-K3, K-B3 38 K-Q3, P-R6
 39 K-B3, P-R3 40 K-Q3, P-N3 41 PxP, KxP 42 P-B5ch,
 K-N4 43 K-B3, P-N5 44 PxP, PxP 45 K-Q3, Resigns.

Game 75

Nimzovitch - Rubenstein
 Reti Opening

1 N-KB3	N-KB3
2 P-B4	P-B4
3 P-Q4	PxP
4 NxP	P-K3
5 N-QB3	P-Q4!

Otherwise, White gains a favorable variation of the Sicilian Defense by P-K4.

6 PxP	NxP
7 B-Q2

After this poor move, play is equal. White must play for the initiative by 7 P-K4, NxN 8 PxN. The isolated QBP should not be a problem to white with his superior development.

7	B-B4
8 N-N3	B-K2

Of course, on 8 P-K4, Black plays 8...NxN, and after 9 BxN, O-O has approximate equality.

9 NxN	QxN
10 B-B3

If Black had not captured with the Queen, he would have a weak, isolated pawn, but this seems preferable to trailing in development. Clearly bad was 10...Q-KN4 because of 11 P-KR4, Q-N3 12 P-R5, Q-R3 13 Q-B1, etc..

10	QxQch
---------	-------

11 RxQ	P-B3
12 N-R5

Exerting pressure because of the threat of P-KN3 followed by B-N2. If now 12...P-QN3, then 13 N-B4 with an attack on the square Q6 which should give concrete positional results.

12	P-QN4!
---------	--------

Black finds a good answer, which denies the QB4 square to the White Knight, and plans to continue development by ...B-N2 and ...N-B3.

13 P-KN3	P-QR3
14 B-N2	R-R2

Now White should castle, and the game would end in a draw. But Nimzovitch tries to exploit an illusory "advantage in time" and forces himself into a bad position.

15 N-B6	NxN
16 BxNch	K-B2
17 B-R5

This is the point of White's play: the threat of 18 B-N6 winning the exchange. The defense 17...B-B4 fails because of 18 P-QN4. Can Black only play 17...B-B1 18 B-N6, R-K2 with a cramped position?

17	B-N2!
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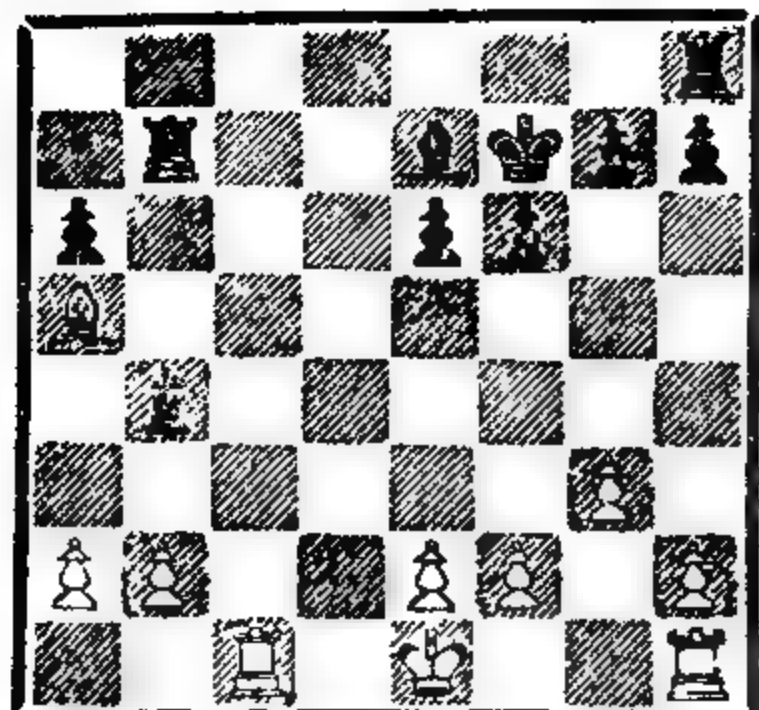
This sharp answer works because of the position of the White KR. It completely justifies Rubenstein's 12th move.

18 BxB	RxB
19 R-QB1

Intending to double Rooks on the QB file. But Black finds a way to exploit the position of the Bishop on QR5.

19	P-N5!
---------	-------

See diagram at top of next page.



20 R-B6 R-N4!
21 RxRP

This is a blunder. Correct was 21 B-N6. After 21... P-N6 22 PxP (22 P-QR4, R-N5 23 P-R5, R-QR5 24 O-O, R-R7 25 R-QN1, B-N5) 22...RxP 23 B-Q4, R-Q1 24 B-B3, B-R6 25 RxRP, BxP 26 BxB, RxB 27 O-O, RxP with an extra pawn for Black, though White would have drawing chances.

21 R-QB1
22 O-O R/1-B4

Now on 23 B-N6 follows 23...R-B3. The remainder of the game is of little interest.

23 BxP RxB
24 P-QN3 R-Q5
25 R-R7 R-B7
26 R-N1 R/5-Q7
27 P-QR4 P-B4
28 P-QN4 RxP
29 R-Q1 K-B3
30 R-QN7 RxP
31 Resigns

Game 76

Vidmar - Colle
Queen's Indian

1 P-Q4 N-KB3
2 N-KB3 P-K3
3 P-B4 P-QN3
4 P-KN3 B-N2
5 B-N2 B-K2
6 O-O O-O
7 N-B3 N-K5
8 Q-B2 NxN

Very interesting play follows 8...P-KB4. According to Alekine, best is 9 P-Q5!, NxN 10 PxN!

9 QxN P-KB4
10 P-N3! P-B4
11 B-N2 B-KB3
12 Q-Q2

White has his pieces well developed, and now plays to control the Q-file. For example 13 PxP, PxP 14 BxB, QxB 15 Q-Q6.

12 N-R3

Black could play immediately 12...P-Q4, but the Knight at R3 can travel to QB4, which would be a beautiful post.

13 PxP! NxP
14 BxB RxB
15 KR-Q1

The other White Rook will go to the QB-file.

15 P-Q4

The following play shows this to be a bad move.

16 N-K5 Q-B2
17 Q-Q4 PxP
18 BxB QxB
19 QxP P-B5

White threatened 20 P-QN4 followed by R-Q7. Opening the Q-file has given White numerous threats, and Black has little counterplay.

20 P-QN4!

White plays this at once, instead of 20 PxP, R/1-KB1 21 P-K3, P-KN4! which would give Black attacking chances.

20 PxP
21 RPxP

Of course, not 21 PxN?, PxBPch and ...Q-R8, mate.

21 Q-K5
22 Q-Q4!

A first class move. White declines to exchange, so as to prevent the Black Knight from getting to K5.

22 R-B4

22... R-R3 is met by 23 Q-Q8ch and mate next move.

23 P-B4! QxQ

Black cannot postpone this move, and his struggle for his K5 square is over.

24 RxQ N-R5

If 24...N-N2, 25 R-Q7 and White doubles with tempo on the 7th rank.

25 R-QB1! R/4-B1
26 R-Q6 KR-B1
27 R/6-QB6! RxR
28 RxR R-Q1

After 28...R-K1, White plays 29 R-QB7 and wins on the Queenside.

29 K-B2

White omits 29 RxKP, N-B6, when Black's counter-chances are not bad.

29 ... P-KR4
30 RxKP R-Q7
31 R-K8ch K-R2
32 N-B3! RxRP
33 P-B5! Resigns

The threat is 34 N-N5ch, K-R3 35 N-B7ch, K-R2 36 R-R8, mate. On 33...P-N3 follows 34 P-B6!, also leading to mate. On 34...P-KN4, the White pawn has a forced march to Queen.

Game 77

Maroczy - Araisa
French Defense

1 P-K4, P-K3 2 P-Q4, P-Q4 3 N-QB3, PxP 4 NxP, N-KB3

5 NxNch, QxN 6 N-B3, P-KR3 7 P-B3, B-Q3 8 B-Q3, N-Q2 9 Q-K2, Q-K2 10 O-O, N-B3 11 N-K5, B-Q2 12 B-Q2, O-O-O 13 P-QB4, BxN 14 PxP, N-K1 15 B-B3, P-KB4 16 P-QN4, P-KN4 17 P-QR4, P-KR4 18 KR-B1, P-R5 19 P-R5, P-R6 20 P-N3, P-B4 21 P-R6, B-B3! 22 P-N5, B-N7 23 P-N6!, NPxP 24 RxP, Q-N2 25 RxP, QxP 26 R-R5, N-B2 27 B-B2!, B-R1 28 Q-K3, Q-B3 29 P-B3, P-B5! 30 Q-K2, P-N5 31 B-K4, NPxP 32 RxBch, QxR 33 QxP, Q-R7 34 QxP, KR-B1! 35 Q-K3, QxP 36 B-QN2, Q-R5 37 B-KB3, P-B5 38 B-N4, R-Q4? (38...Q-B3! 39 BxP, R-B6) 39 Q-R3, QxQ 40 BxQ, R-N1 41 RxP, K-Q2 42 BxP, RxKP 43 B-QB1, N-Q4 44 B-Q2, R-KB1 45 R-Q4, K-B3 46 B-KB1, N-K6 47 B-Q3, N-B4 48 R-QR4, R-Q1 49 B-KB4, R-K8ch 50 K-B2, R-Q8 51 BxN, PxP 52 R-R5, R/8-Q4 53 RxR, KxR 54 P-R4, K-K5 55 K-N2, R-Q2 56 P-R5, K-Q4 57 K-R3, K-K3 58 K-R4, K-B3 59 B-N5ch, K-N2 60 B-B4, K-B3 61 B-N5ch, K-N2 62 B-B4, Draw.

Game 78

Spielman - Bogolubov
Sicilian Defense

1 P-K4, P-QB4 2 N-KB3, P-K3 3 P-Q4, PxP 4 NxP, N-KB3 5 N-QB3, P-Q3 6 B-K2, B-K2 7 O-O, O-O 8 K-R1, P-Q4 9 PxP, NxP 10 NxN, QxN 11 B-B3, Q-QR4 12 Q-K1, Q-B2 13 Q-K4, N-Q2 14 B-B4, Q-N3 15 N-N3, P-QR4 16 P-QR4, B-B3 17 QR-N1, P-R3 18 B-K2, B-K2 19 B-Q3, N-B3 20 Q-Q4, QxQ 21 NxQ, N-Q4 22 B-N3, N-N5 23 B-N5, B-B3 24 P-QB3, N-Q4 25 QR-Q1, R-Q1 26 KR-K1, B-Q2 27 K-N1, BxB 28 NxB, R/Q-QB1 29 R-K4, R-Q1 30 R/4-K1, P-N4 31 N-Q6, N-N3 32 NxNP, RxR 33 RxR, NxP 34 R-Q2, R-R2 35 N-Q6, R-Q2 36 K-B1, B-K2 37 P-N4, PxP 38 PxP, N-B6 39 R-B2, N-Q4 40 R-B8ch, K-N2 41 N-K8ch, K-N3 42 P-N5, B-N5 43 R-B4, R-N2 44 N-Q6, BxN 45 BxB, RxP 46 P-N3, R-N2 47 K-N2, R-N7 48 B-B5, P-R4 49 R-K4, R-N6 50 P-R4, K-B4 51 R-R4, R-N4 52 B-R7, P-N5 53 R-QB4, R-N2 54 R-R4, R-N8 55 B-B5, P-B3 56 B-R7, P-K4 57 R-R5, N-B6 58 B-K3, N-K7 59 R-B5, K-K5 60 R-B4ch, N-Q5 61 R-B1, RxR 62 BxR, P-B4 63 B-N5, P-B5 64 PxP, PxP 65 B-B6, N-B4 66 B-N5, N-Q5 67 B-B6, N-N6 Resigns.

Game 79

Alekine - Romi
Slav Defense

1 P-Q4, P-Q4 2 P-QB4, P-QB3 3 N-KB3, N-B3 4 P-K3,
P-K3 5 B-Q3, QN-Q2 6 QN-Q2, Q-B2 7 O-O, P-K4 8 BPx
P, NxP 9 PxKP, N/2xP 10 NxN, QxN 11 N-B4, Q-B2 12
P-K4, N-B3 13 P-KR3!, B-K2 14 Q-B3, B-K3 15 B-B4,
Q-Q1 16 QR-Q1, O-O 17 B-B2, Q-B1 18 N-Q6, BxN 19 Bx
B, R-K1 20 P-K5, N-Q4 21 R-Q4, P-KN3 22 R/1-Q1, Q-
Q1 23 Q-KN3, K-N2 24 R-KR4, R-R1 25 B-N4!, P-KR3 26
B-Q2, Q-K2 27 K-R2, QR-Q1 28 P-N4!, Q-K1 29 R-Q4,
Q-K2 30 B-N3, N-B2 31 RxR, RxR 32 B-B2, N-Q4 33 P-
B4, K-R2 34 Q-B2, P-N3 35 P-N4, B-B1 36 Q-N3, R-N1
37 P-R3, P-B3? 38 R-K1, PxP 39 RxP, Q-B3 40 P-N5!,
N-K2 41 B-B3, Q-B2 42 B-N3!, N-Q4 43 PxP, B-K3 44
BxN, BxB 45 Q-K3, R-N2 46 RxB, QxR 47 BxR, KxB 48
Q-K5ch, Resigns.

Game 80

Tartakover - Ahues
Slav Defense

1 P-Q4	P-K3
2 N-KB3	N-KB3
3 P-B4	P-Q4
4 N-B3	P-B3
5 P-K3	QN-Q2
6 Q-B2!

The possibilities of counterattack are on Black's side in either the Meran Variation or the Stonewall. The counter-stroke against the Queen on the QB-file-P-QB4-here is a loss of time.

6	B-K2
7 B-Q3	O-O
8 O-O	PxP
9 BxP	P-B4
10 R-Q1	Q-B2?

This is clearly premature. Better was 10...P-QR3, and if 11 P-Q5, then PxP 12 NxP, NxN 13 BxN, Q-B2 or in case of 11 PxP, BxP with a following ...Q-K2.

11 N-QN5

Q-N1

Forced because 11...Q-N3 (11...Q-R4 12 B-Q2) takes the square QN3 away from the knight.

12 PxP	P-QR3
13 N-Q4

White gets no advantage from 13 N-Q6, NxP.

13	NxP
---------	-----

On 13...BxP follows 14 NxP, PxN 15 BxPch, K-R1 16 BxN!, NxB 17 N-N5, P-KN3 18 Q-B3ch, K-N1 19 N-K6, winning a piece and keeping the two extra pawns.

14 P-QN4	N/4-Q2
15 P-QR3	N-N3
16 B-N3	B-Q2
17 B-Q2	R-B1

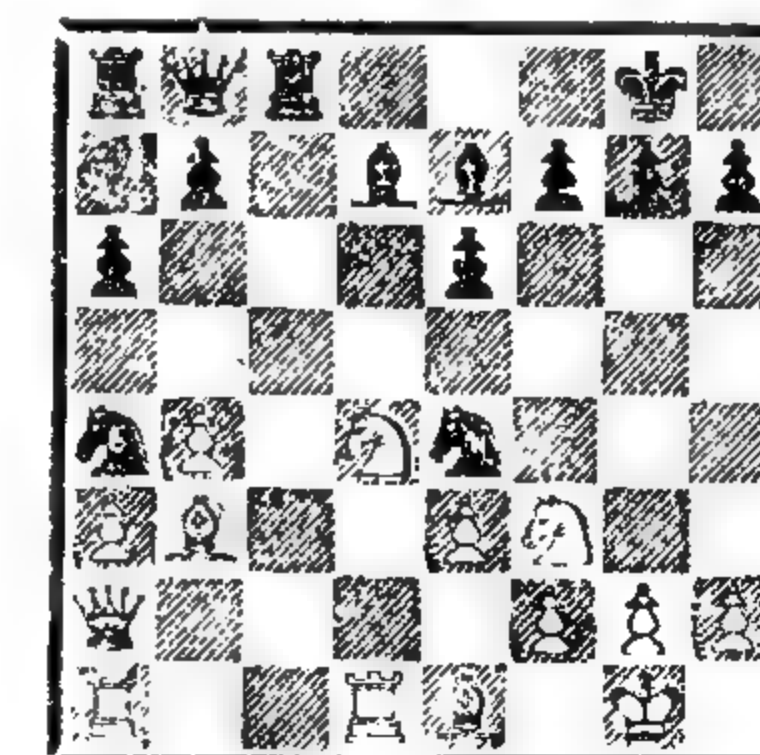
It was better to play 17...Q-R2 so as to develop the QR.

18 Q-R2	N-K5
19 B-K1

An incorrect piece sacrifice is 19 NxP?, PxN 20 BxPch, K-R1 21 BxB, N/3xB 22 Q-K6, NxN 23 RxN, B-B3.

19	N-R5
---------	------

This move, with its powerful threat of N-B6 seems to rescue Black, but the position of his bishop gives Tartakover an interesting idea for a combination.



20 N-B5!	B-KB3
----------	-------

If 20...N/R-B6 then 21 NxBch, K-B1 22 BxN, NxN 23 Q-Q2, NxR 24 NxR and White keeps an extra piece.

21 RxB	N/K-B6
22 BxN	NxB
23 Q-N2!	PxN

44 R-B6	R/l-Q1
45 RxR	RxR
46 R-K1	Resigns

On 23...N-K5 follows N-Q4 and if 23...N-R5 then N-R6ch decides.

24 RxBP	K-R1
---------	------

Of course not 24...N-Q4 25 RxB!

25 N-Q4	Q-Q3
26 K-R1	N-N4

After 26...BxN 27 PxB, QxQP 38 RxQNP is in White's favor.

27 R-Q1	NxN
28 PxN	Q-B3
29 P-R3	R-Q1
30 Q-N1	P-B5

After 30...RxP 31 RxR, BxR 32 QxP, Q-B1 33 R-Q7, White threatens not only to win the bishop, but to get a mating attack by B-B2. Black can defend only by allowing material loss on the Q-side.

31 P-Q5	Q-N3
32 Q-B5	R-Q3

32...QxBP fails because of 33 RxB.

33 QxBP	R/l-Q1
34 R-QB1	R-K1

Black cannot prevent the invasion on the seventh rank. On 34...R/3-Q2 possible was 35 RxR, RxR 36 R-B8ch, R-Q1 37 Q-B5, etc.

35 RxQNP!	Q-Q1
36 Q-N4	B-N7
37 R-QN1	Q-B3
38 Q-R5	R-QB1
39 B-B2	P-R3
40 R-QB7	R-B1
41 Q-K2	B-Q5

If 41...RxP 42 Q-K4.

42 Q-K4	P-N3
43 P-B3	B-K4

STANDINGS AFTER ROUND TEN

9½	Alekine
7½	Rubenstein
6½	Nimzovich
6	Bogolubov, Vidmar
5½	Tartakover
5	Ahues, Yates, Knoch
4	Colle, Maroczy, Montichelli
3½	Spielman
3	Araisa, Grau
2½	Romi

ROUND ELEVEN

Game 81

Ahues - Knoch
Sicilian Defense

1 P-K4, P-QB4 2 N-KB3, N-QB3 3 N-B3, P-KN3 4 P-Q4, PxP 5 NxP, B-N2 6 B-K3, P-Q3 7 B-K2, N-B3 8 P-B3, O-O 9 Q-Q2, P-Q4 10 NxN, PxN 11 R-Q1, B-K3 12 O-O, PxP 13 QxQ, KRxQ 14 RxRch, RxR 15 BxP, N-Q4 16 NxN, BxN 17 PxP, BxKP 18 B-B4, P-K3 19 P-B3, R-Q7 20 R-B2, R-Q8ch 21 R-B1, R-Q7 22 R-B2, R-Q8ch 23 R-B1, Draw.

Game 82

Romi - Tartakover
Queen Pawn Game

1 P-Q4, P-Q4 2 B-B4, P-QB4 3 P-K3, N-QB3 4 N-KB3,
113

N-B3 5 P-B3, P-K3 6 B-K3, Q-N3 7 Q-B1, B-Q2 8 O-O,
R-B1 9 QN-Q2, N-KR4 10 B-N3, NxB 11 RPxN, B-K2 12 R-
K1, O-O 13 PxP, BxP 14 N-N3, B-K2 15 P-K4, PxP 16 Bx
P, B-B3 17 N-N5, P-N3 18 Q-B4, B-N2 19 QR-Q1, QR-Q1
20 Q-R4, P-KR3 21 N-B3, B-B1 22 P-N4, RxR 23 RxR, R-
Q1 24 R-K1, R-Q3 25 P-N5, Q-Q1 26 BxN, PxP 27 Q-KB4,
P-KR4 28 N-K5, BxN 29 RxR, R-Q8ch 30 K-R2, Q-Q6 31
N-B5, Q-N8 32 R-K3, P-R5 33 P-KN4, R-R8ch 34 K-N2,
Q-B8ch 35 K-B3, R-R6ch 36 K-K4, Q-B5ch 37 K-K5, QxN
ch 38 K-B6, RxR 39 PxR, P-K4 Resigns.

Game 83

Bogolubov -Alekine Slav Defense

1	P-Q4	P-Q4
2	P-QB4	P-QB3
3	N-KB3	N-B3
4	N-B3	PxP
5	P-QR4	B-B4
6	N-K5	QN-Q2
7	NxP/4	Q-B2
8	P-KN3	P-K4
9	PxP	NxP
10	B-KB4	N/3-Q2
11	B-N2	B-K3

Dake, in his game with Alekine (New York, 1930),
played here 11...P-B3, after which the move 12 R-B1,
instead of castling, as Capablanca plays, gives
White some positional pressure on the opponent.

12	NxN	NxN
13	O-O	Q-R4

Possible also was 13...P-B3 14 R-B1, R-Q1 15 Q-B2,
B-K2 16 B-K4! and Black has difficulty defending his
KR2. 13...B-K2 as Alekine's recommended after this
game, is not so good because of 14 Q-B2. In a tele-
graph game from the match Leningrad-Odessa, 1930
there followed 14...R-QB1? (Poor is 14...O-O 15 N-
N5, Q-N1 16 N-Q4, B-Q2 17 P-R5, with a better piece
position for White.) 15 N-N5, Q-N1 16 NxP, QxN 17 Bx
N gives White an extra pawn.

14	Q-B2
----	------	------

In the ninth game of the match, Capablanca-Euwe,

1930, followed 14 N-K4, R-Q1 15 Q-B2, B-K2? 16 P-
QN4 with a winning attack. Stronger was 15...N-N3
16 B-N5, P-B3 17 B-K3, B-K2 18 N-B5, BxN 19 QxB.

14	P-B3
15	N-K4	B-QN5
16	KR-B1?

It follows to play the sharp 16 KR-Q1 and if 16...
O-O, then 17 N-Q6.

16	R-Q1!
----	------	-------

This defends White's threat of 17 N-B5 on which now
follows BxN 18 QxB, R-Q8ch, etc. As a result of
the opening, White has weak pawns on the Q-side.

17	P-R4	O-O
18	R-Q1	N-B5!

Played to provoke the weakening move 19 P-N3 after
which the knight would return to his post on K4.

19	B-R3	B-B2
20	RxR	RxR
21	R-Q1	RxRch
22	QxR	Q-Q4!

Not possible was 22...NxP 23 Q-Q7, etc.

23	Q-B2	Q-Q5!
24	B-B5	P-KR3

This is better than 24...QxNP 25 Q-Q3, or 24...NxP
25 BxPch, etc.

25	B-B8	QxNP
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This is more logical than 25...P-QN3 26 B-B1, N-R4
with an unclear position. The text move should be
sufficient to win.

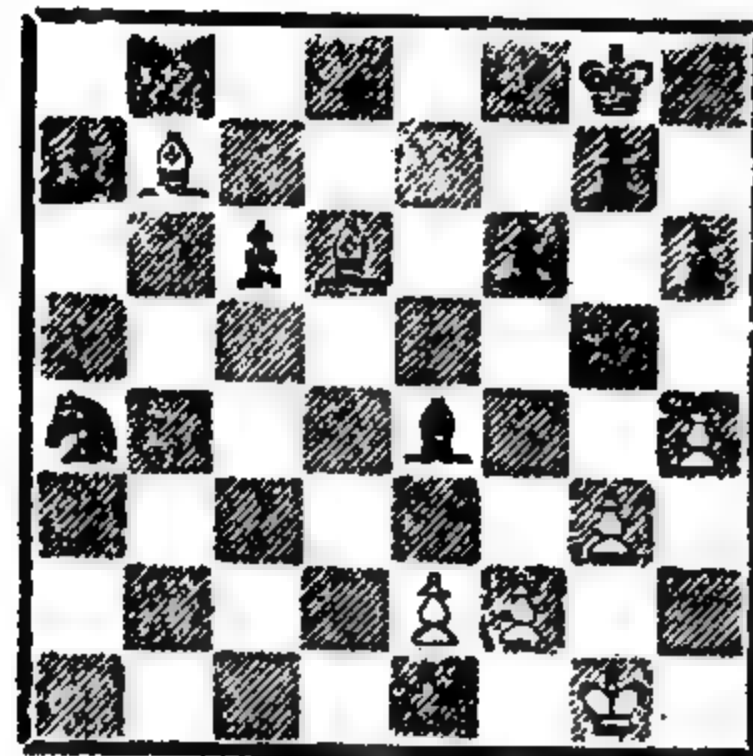
26	QxQ	NxQ
27	BxNP	B-Q4
28	B-Q2!

The last chance!

28	BxN
----	------	-----

This blunder throws away the win. Black should continue 28...BxB 29 NxB, NxP 30 P-K4, B-K3 31 BxBP, N-B6 and Black's QRP will Queen. The text move wins a pawn, but loses Black his advantage against his opponent's two bishops.

29 BxB NxB
30 B-Q6!



30 P-KB4
31 B-QB8 N-B6
32 B-R6 N-N4
33 B-B5 K-B2
34 P-B3 B-Q4
35 K-B2 P-N3
36 K-K3 B-B5
37 B-N7 B-Q4
38 B-R6 B-B5
39 P-N4?

Of course, White should have taken repetition of moves, but Bogolubov, as is well known, is a great optimist!

39 PxP
40 PxP N-Q3!
41 BxN

After 41 BxB, NxB 42 K-Q4, N-N3 White faces more danger.

41 BxB
42 B-B5 B-B1
43 P-N5 PxP
44 PxP K-K3
45 BxP K-B4
46 K-Q4 Draw

If now 46...KxP then 47 K-B5.

Game 84

Araisa - Spielman
Queen's Gambit

1 P-Q4, N-KB3 2 P-QB4, P-K3 3 N-QB3, P-Q4 4 B-N5, QN-Q2 5 P-K3, B-N5 6 PxP, PxP 7 Q-N3, P-B4 8 BxN, NxB 9 B-N5ch, B-Q2 10 BxBch, QxB 11 PxP, BxNch 12 QxB, O-O 13 N-B3, N-K5 14 Q-Q4, Q-N4 15 P-QR4, QxBP 16 O-O, QR-B1 17 QxQ, RxQ 18 KR-B1, KR-B1 19 RxR, RxR 20 N-Q4, P-KN3 21 K-B1, K-B1 22 P-B3, N-N4 23 K-K2, N-K3 24 R-Q1, R-B5 25 P-QN3, NxBch 26 RxN, RxR 27 PxR, K-K2 28 P-QN4, K-Q3 29 K-K3, K-K3 30 P-KN4, P-KN4. Draw

Game 85

Colle - Maroczy
Colle System

1 P-Q4, P-Q4 2 N-KB3, P-K3 3 P-K3, N-KB3 4 B-Q3, P-B4 5 P-B3, N-B3 6 QN-Q2, B-K2 7 O-O, O-O 8 PxP, BxP 9 P-K4, PxP 10 NxB, B-K2 11 Q-K2, Q-B2 12 NxBch, BxN 13 B-KN5, Q-K2 14 Q-K4, P-KN3 15 Q-KR4, BxB 16 NxB, P-B3 17 N-K4, P-K4 18 P-KB4, B-B4 19 QR-K1, QR-K1 20 K-R1, K-N2 21 PxP, NxB 22 B-N5, R-Q1 23 N-N3, B-Q2 24 B-Q3, B-B3 25 B-K4, BxB 26 QxB, Q-QB2 27 R-Q1, Q-B3 28 QxQ, NxQ 29 N-K2, RxR 30 RxR, R-Q1 31 RxR, NxR Draw.

Game 86

Rubenstein - Vidmar
Slav Defense

1 P-Q4 P-Q4
2 N-KB3 N-KB3
3 P-B4 P-B3
4 P-K3 P-K3
5 N-B3 QN-Q2
6 N-K5

Played to avoid the Meran Variation. The text move has a poor reputation, but is not bad.

6 NxN

Deserving serious consideration here, according to Alekine, is 6...P-B4.

7 PxN	N-Q2
8 P-B4	B-N5
9 B-Q2	Q-N3

If 9...PxP then not 10 BxP, NxP 11 PxN, Q-R5ch 12 P-N3, QxB but 10 N-K4!

10 B-K2	O-O
11 O-O	BxN
12 PxB	PxP
13 BxP	R-Q1
14 Q-B2	Q-B4

Black has difficult play. Not only is his QB blocked in, but his opponent has the two bishops. The text move is designed to advance the QNP to get the bishop into play.

15 B-K2	P-QN3
16 QR-Q1	N-B1
17 B-B1	B-N2
18 R-Q4

Black has developed his bishop, but now has troubles on the Q-file.

18	Q-K2
19 KR-Q1	P-QB4
20 R-Q6	RxR
21 PxR	Q-K1!
22 P-K4	P-K4!

To isolate the dangerous pawn.

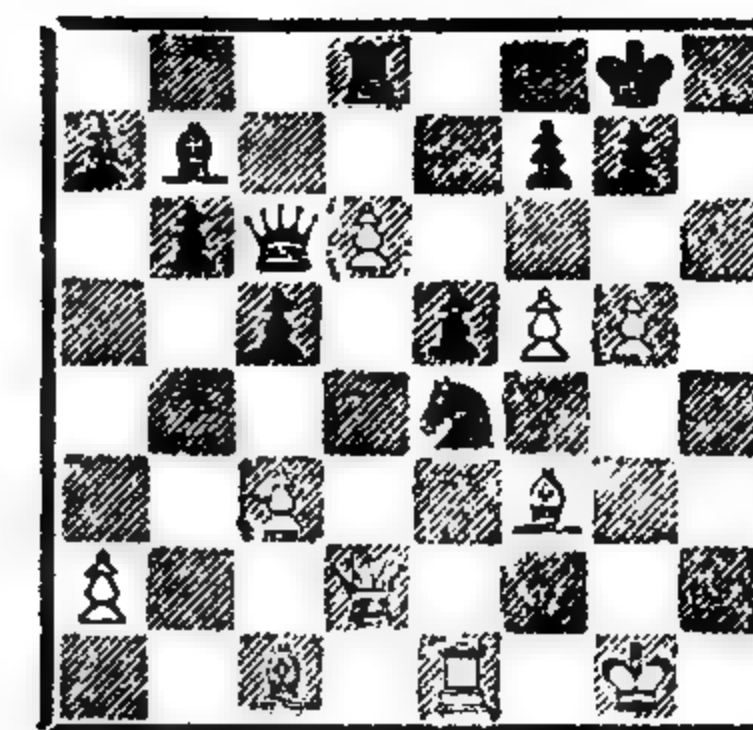
23 P-B5	Q-B3
24 B-B3	R-Q1
25 Q-Q2	N-Q2
26 P-N4!	P-KR3?

Black fails to find the correct plan. He should play 26...P-QN4 followed by N-N3 to B5 or B1.

27 P-KR4	N-B3
28 P-N5	PxP
29 PxP	NxP?

The knight moves were a waste of time and here the

knight is lost.



30 Q-QB2!

Not only attacking K4, but denying QR5 to the Black Queen.

30	P-B5
31 R-K1	Q-B4ch
32 B-K3

On a King move, Black could play 31...NxQP.

32 Q-Q4!

The last attempt!

33 R-Q1!

On 33 B-B2, Black has 33...Q-Q6 34 OxQ, PxQ 35 BxN, P-Q7 36 R-Q1, BxB.

33	Q-B3
34 K-R2!

Now White can safely take the knight and Rubenstein wins easily.

34	P-N3
35 P-B6	P-R4
36 B-B1	P-N4
37 R-K1	Q-Q2
38 BxN	Q-N5
39 Q-K2	Q-R5ch
40 K-N2	BxBch
41 QxB	QxQch
42 RxQ	RxP
43 RxP	R-Q8
44 B-K3	P-N5
45 PxP	PxP
46 R-K4	R-Q6
47 K-B3	R-B6
48 R-K8ch	K-R2

Game 87

Grau - Nimzovitch
French Defense

1 P-K4, P-K3 2 P-Q4, P-Q4 3 PxP, PxP 4 B-Q3 (the exchange variation is not so good as it's reputation says; Alekine, Nimzovitch and Spielman all write that they prefer Black's game) 4...N-QB3 5 P-QB3, B-Q3 6 N-B3, KN-K2! 7 Q-B2, B-KN5 8 QN-Q2, Q-Q2 9 O-O, P-B3! 10 R-K1, P-KN4! 11 P-KR3, B-K3 12 N-B1, O-O-O 13 P-QN4, QR-N1 14 P-QR4, N-Q1 15 P-N5, P-KR4 16 N/3-R2, R-N2 17 P-R5, K-N1 (this is a prophylactic move - see Nimzovitch's "My System") 18 B-R3, BxB 19 RxB, P-R5 20 P-N6, R/1-N1 21 P-R6, BPxP 22 PxP, N/1-B3 23 B-N5, P-N5 24 PxP, BxP 25 Q-Q2, Q-Q3 26 R-R2, B-K7, Resigns

Game 88

Montichelli - Yates
Queen's Gambit

1 P-Q4, N-KB3 2 N-KB3, P-K3 3 P-B4, P-Q4 4 N-B3, QN-Q2 5 P-K3, B-K2 6 B-Q3, O-O 7 O-O, P-B4 8 Q-K2, P-QN3 9 P-N3, B-N2 10 B-N2, PxQP 11 KPxP, R-B1 12 KR-Q1, Q-B2 13 N-K5, PxP 14 BxP, NxN 15 PxN, Q-B3 16 Q-B3, QxQ 17 PxQ, N-K1 18 N-K4, B-QB3 19 B-R6, R-B2 20 QR-B1, P-R3 21 K-N2, B-Q4 22 N-B3, B-QB3 23 N-N5, BxN 24 BxB, B-N4 25 R-B4, RxR 26 BxR, N-B2 27 R-Q7, R-B1 28 P-QR4, K-B1 29 B-R3ch, K-K1 30 R-Q1, B-K2 31 B-Q6, R-Q1 32 K-N3, BxB 33 PxP, N-Q4 34 BxN, RxP 35 K-B4, PxP 36 K-K5, R-QB3 37 R-Q3, K-K2 38 KxP, R-B7 39 P-R3, P-KR4 40 P-R4, P-N3 41 R-K3ch, K-Q2 42 R-K4, RxP 43 R-KB4, P-B4 44 K-K5, K-K2 45 R-B4, RxP 46 R-B7ch, K-Q1 47 RxP, RxP 48 K-B6, R-N6 49 R-QN7, P-B5 50 RxP, P-B6 51 R-N2, R-N7 52 R-N3, P-B7 53 R-KB3, K-B2 54 P-R5, K-N2 55 R-B4, P-N4 56 RxP, RxRch 57 KxP, K-B2 58 KxP, K-Q2, Resigns

STANDINGS AFTER ROUND ELEVEN

10 Alekine

8¹ Rubenstein7¹ Nimzovitch6¹ Bogolubov, Tartakover

6 Vidmar, Yates

5¹ Ahues, Knoch4¹ Colle, Maroczy

4 Spielman, Montichelli

3¹ Araisa

3 Grau

2¹ Romi

Game 89

Knoch - Yates
Queen's Indian

1 P-Q4, N-KB3 2 P-QB4, P-K3 3 N-QB3, P-QN3 4 P-K4, B-N5 5 P-K5, N-K5 6 Q-N4, NxN 7 P-QR3, B-B1 8 PxN, B-N2 9 N-B3, N-B3 10 B-N5, P-KR4 11 Q-N3, B-K2 12 B-K3, B-B1 13 B-Q3 (White declines to play for a draw) 13...P-Q3 14 B-K4, Q-K2 15 B-N5, P-B3 16 B-N6ch, K-Q2 17 B-R4, R-R3 18 O-O, R-Q1 19 KR-K1, K-B1 20 PxBP, PxP 21 B-B5, N-K4 22 PxN, PxP 23 BxP, RxB 24 PxR, QxP 25 N-Q4, B-N2 26 R-K6, Q-B2 27 QR-K1, B-K4 28 Q-N6, Q-N1 29 NxP, K-N1 30 QxQ, RxQ 31 P-N3, B-B1 32 N-K7 (32 R/6xB!) 32...BxR 33 NxR, QBxP (not 33...BxN? 34 P-B4) 34 N-K7, K-N2 35 P-KR4, P-N4 36 R-K3, P-R4 37 N-N6, B-B3 38 P-N4, PxP 39 P-R5, B-N2 40 N-K7, B-B2 41 N-B5, B-K4 42 P-R6, B-N3 43 N-Q4? (43 N-R4!) P-N5! 44 RPxP, PxP 45 PxP, BxN 46 R-KN3, B-KB4 47 K-B1, K-N3 48 R-N1, K-N4 49 R-R1, KxP 50 R-R4, K-B6 51 R-R5, B-Q6ch 52 K-N2, B-K4 53 P-B3, PxPch 54 KxP, B-R2 55 R-R1, P-B4 56 R-R1 P-B5 57 R-R7, B-B4 58 P-R7, K-N6 59 R-K7, BxP 60 Rx B, P-B6, Resigns

Game 90

Nimzovitch - Montichelli
Reti-Nimzovitch Opening

1 N-KB3	N-KB3
2 P-K3	P-KN3

It seems that this is not the strongest answer to the popular Nimzovitch Opening. 2...P-Q4 here gives a solid game. Also worth serious consideration is the sharp 2...P-QB4.

3 P-QN4	B-N2
4 B-N2	P-Q3

Black plays to hold his K5 square, and so does not play 4...P-Q4.

5 P-N3	P-K4
--------	------

Black gives his opponent unnecessary chances. By 5...P-N3 he gets both an active diagonal for his Bishop, and advances the development of his Queenside.

6 B-N2	Q-K2
7 O-O	QN-Q2

Black has decided to play in the center and on the Kingside, by O-O, N-B1, R-K1, etc.

8 P-Q3	O-O
9 P-B4	R-K1
10 N-B3	N-B1
11 N-Q2!

White has several positions for this knight, which is very elastically posted; besides this, the text move puts the QNP under attack.

11	P-B3
12 P-N5	B-Q2
13 N-N3	KR-B1

Played to meet the threat of 14 N-R5. The text is better than 13...QR-B1 which leaves the QRP undefended.

14 P-QR4	B-K3
----------	------

Intending Q-Q2 followed by B-R6. White could prevent this maneuver by 15 P-R3, Q-Q2 16 K-R2.

15 B-QR3?	Q-Q2
16 R-K1	B-R6

Black omits the tempting 16...P-K5 17 R-QB1 (17 PxP, BxP 18 N-R5, PxP etc.) KPxP 18 QxP, PxP 19 NxP in

White's favor.

17 B-R1
---------	------

If White plays to win the pawn by 17 BxQP then after 17...BxB 18 BxN, Q-R6! 19 P-B3, BxB 20 Q-K2, B-N5 21 QR-B1, P-K5 22 QPxP, PxP 23 RPxP, BxP 24 QxB, N-N5 followed by ...RxP. Impossible of course was 17 BxB, QxB 18 BxP, N-N5.

17	N-K3
18 P-K4	N-R4
19 R-R2	R-B1
20 B-B1	B-R1?

Much stronger here was 20...P-KB4 21 KPxP, BxP 22 P-N4, N/3-B5 23 PxB, RxP 24 B-K4, R-N4ch 25 K-R1, or 21...RxP 22 P-N4, R-B5 23 P-B3!, N-B3 24 N-K2, or of course, 21...RxP 22 P-N4, BxP 23 QxB, N/3-B5 24 B-K4!, R-N4 25 QxR, N-R6ch 26 K-R1, NxQ 27 BxN with in my opinion, sharp play with mutual chances. Strong also was the less complicated 20...P-B3 21 P-B3, R-B2 22 R-KB2, R/1-KB1 23 P-B4, P-B4! and Black has good chances.

21 B-R6	KR-K1
22 R-Q2

"What is he defending?" (Could this be a "mysterious rook move"? - Editor).

22	B-B3?
23 B-K3	N-Q5
24 P-B3	N-N2
25 R-KB2	P-KR4
26 BxN	PxB
27 N-K2	P-B4

Black's next few moves ruin his position.

28 N-B4	B-K3
29 NxB	NxN

He could attempt to close the position by 29...PxN 30 P-B4, P-K4, etc.

30 P-B4	N-N2
31 P-K5!	Q-K2?

32...QR-N1 33 NxP, RxN 34 BxR, QxB 35 PxB, of course,
also loses.

33 BxP

Resigns

Game 91

Vidmar - Grau
Slav Defense

1 P-Q4, P-Q4 2 P-QB4, P-QB3 3 N-KB3, P-K3 4 P-K3,
QN-Q2 5 B-Q3, P-KB4 6 N-B3, P-QR3 7 B-Q2, B-Q3 8 Q-
B2, Q-B3 9 R-QB1, N-R3 10 O-O, O-O 11 P-QN4, P-KN4
12 P-QR4, P-N5 13 N-K1, N-B2 14 P-B4, Q-K2 15 P-N5,
RPxP 16 RPxP, N-B3 17 N-R4, B-Q2 18 N-N6, QR-N1 19
Q-N3, N-K5 20 B-R5, B-K1 21 P-N3, N-R1 22 N-N2, N-B3
23 PxQP, NxP 24 N-B4, P-N3 25 B-Q2, PxP 26 NxB, QxN
27 BxNP, BxB 28 QxB, KR-B1 29 R-B4, RxR 30 QxR, P-N4
31 Q-N3, Q-N3 32 N-K1, N-KB2 33 N-Q3, N-Q3 34 N-K5,
N-K5 35 B-N4, R-QB1 36 N-Q7, Q-B3 37 N-B5, NxB 38 Qx
N, NxN 39 R-B1, Q-B6 40 Q-Q2, Q-Q4 41 Q-QB2 Draw.

Game 92

Maroczy - Rubenstein
Four Knights Game

1 P-K4, P-K4 2 N-KB3, N-QB3 3 N-B3, N-B3 4 B-N5, N-
Q5 5 NxN, (Another variation is 5 B-B4, B-B4 6 NxP,
Q-K2 7 N-B3, P-Q4! 8 NxQP!, QxPch 9 N-K3, B-KN5 10
B-K2, NxB 11 QxN, BxN 12 QxB, QxQ 13 PxQ. White has
an extra pawn but using it is not easy) PxN 6 P-K5,
PxN 7 PxN, QxP 8 QPxP, B-B4 9 Q-K2ch, Q-K2 10 QxQch,
BxQ 11 B-K3, P-QB3 12 B-Q3, P-Q4 13 O-O-O, O-O 14 P-
KR3, B-Q2 15 P-R3, P-QN4 16 B-KB4, P-QR4 17 K-Q2, P-
R3 18 P-KN4, P-N5 19 RPxP, PxP 20 R-R1, PxPch 21 Px
P, B-N4 22 BxB, PxB 23 KR-QN1!, P-N3 24 RxR, RxR 25
R-N7, B-K1 26 R-B7, K-B1 27 K-K3, R-R5 28 P-B3, R-
KB5? (White could now gain a decided advantage by
playing P-R4) 29 K-B2?, R-R5 30 K-N3. Draw.

Game 93

Spielman - Colle
Alekhine's Defense

1 P-K4, N-KB3 2 P-K5, N-Q4 3 P-Q4, P-Q3 4 P-QB4, N-
N3 5 P-B4, B-B4 6 B-K3, PxP 7 BPxP, P-K3 8 N-KB3, Bx
N 9 RxB, B-N5ch 10 B-Q2, Q-K2 11 B-Q3, N-B3 12 O-O,
BxB 13 QxB, O-O-O 14 P-B5, N-Q2 15 P-QN4, P-B3 16 KR-
K1, PxP 17 PxP, KR-B1 18 Q-B3, N/2xKP 19 NxN, Q-B3
20 B-B4, Resigns.

Game 94

Alekhine - Araisa
French Defense

1 P-K4, P-K3 2 P-Q4, P-Q4 3 N-QB3, N-KB3 4 B-KN5, B-
N5 5 KN-K2, PxP 6 P-QR3, B-K2 7 BxN, BxB 8 NxP, P-
QN3 (Best in this MacCutcheon Variation is 8...P-K4
9 Q-Q3, PxP 10 NxBch, QxN 11 QxP, QxQ 12 NxQ, B-Q2!)
9 P-KN3!, B-N2 10 B-N2, Q-B1 11 N-B4, N-Q2 12 O-R5,
P-N3? 13 NxBch, NxN 14 Q-K5, K-K2 15 P-Q5!, N-Q2 16
Q-N5ch, P-B3 17 Q-R6, P-K4 18 P-Q6ch!, K-B2 19 N-Q5,
PxP 20 O-O, Q-B1 21 Q-Q2, R-B1 22 NxBP!, BxB 23 NxN,
Q-K2 24 NxNP, R-B4 25 KxB, Q-N2ch 26 K-N1, QxN 27
P-QN4!, R-B3 28 Q-Q5ch, K-K2 29 P-QB4, R/1-QB1 30
P-B5!, PxP 31 OxKPch, K-B2 32 Q-Q5ch, K-N2 33 Q-Q7ch,
K-R3 34 QR-Q1, R/3-B2 35 Q-R3ch, K-N2 36 R-Q7ch,
Resigns.

Game 95

Tartakover - Bogolubov
French Defense

1 P-K4 P-K3
2 P-KN3

Tartakover favors this move against the French, but
it should give White only equal play.

2 P-Q4
3 B-N2 N-KB3

An alternate continuation here is 3...PxP 4 N-QB3,
B-Q2! and if 5 NxP? (5 P-Q3!, B-B3 6 PxP, QxQch

7 NxQ, =) 5...B-B3 6 P-B3, P-K4 with advantage to Black (Rumin - Rauzer, Odessa, 1929) or 5 N-KR3, B-B3 6 O-O, N-Q2! 7 NxP, KN-B3 8 P-Q3, B-K2 9 N-B4, O-O 10 B-Q2, P-K4! with advantage (Genevsky - Botvinnik, Moscow, 1927). Since now 4 P-K5 is clearly insufficient, White decides on 4 N-QB3, but this is not correct. 4 PxP should lead to equal play.

4 N-QB3? P-Q5!
5 N-N1

Even worse was 5 N/3-K2, P-Q6 6 PxP, N-B3 7 N-KB3, QxP, etc..

5 P-Q6
6 PxP

Forced, but now White's QB will be very difficult to develop. If 6 P-QB3, P-K4, or 6 P-K5, N/3-Q2 7 P-KB4, P-KN4! with a poor position for White.

6 N-B3
7 N-K2 P-K4
8 P-Q4

To prevent 8...QxP, for example in answer to 8 O-O.

8 NxQP
9 NxN

Forced, else 9...B-KN5.

9 QxN
10 N-B3 B-K3
11 Q-R4ch

White plays for the endgame, but Bogolubov exploits the weakness in White's pawns in a classical manner; besides exchanging Queens, White could play 11 P-N3, B-QB4 12 Q-K2, O-O-O 13 O-O (Not 13 B-N2?, QxPch with a quick win).

11 QxQ
12 NxQ O-O-O
13 P-B3 N-Q2!

Intending ...N-B4 so as to develop the KB.

14 P-N3 N-B4

15 NxN BxN
16 B-N2 P-KB3
17 P-KB1 B-B7ch

Now the White King is stranded in the center, and must block his KB.

18 K-K2 B-N3
19 P-Q3

This is a serious positional blunder, because it limits the scope of the White KB. Correct was 19 B-N2, B-Q2 20 KR-Q1, B-N4ch 21 P-Q3. True, the QP was forced to move in this case, but White has gained several tempi over the text move.

19 R-Q3
20 B-N2 R/1-Q1
21 KR-Q1 P-QR4!

Beginning an attack against the White Queenside pawns!

22 P-KR3 B-Q5
23 BxB RxB
24 QR-B1 P-R5
25 R-B3 PxP
26 PxP R-N5
27 R-QN1 R-Q3!

The intended march of this Rook is clear: R-R3-R7.

28 K-Q2 R-R3
29 R-N2

The pawn cannot be saved. 29 K-B2, R-R7ch 30 R-N2, R-R8 is even worse.

29 R-R6
30 K-B2 R-R8
31 K-Q2 RxP!

This stroke decides the game. Tartakover could resign here.

32 R/2xR BxR
33 RxB R-R7ch
34 K-B3 RxB
35 P-N4 R-KR7
36 P-Q4 PxPch
37 KxP RxP

38 P-K5 Pxpch
 39 KxP R-R3
 40 P-B4 R-Q3
 41 P-B5 P-R3
 42 P-N5 Pxp
 43 R-KR3 P-N4
 44 R-R7 R-Q2
 45 K-K6 P-QN5
 46 R-R5 P-N6
 47 RxP R-Q8
 48 R-N2 P-B4
 49 K-B7 R-Q2ch
 50 Resigns

Game 96

Ahues - Romi
 Slav Defense

1 P-Q4, P-Q4 2 N-KB3, N-KB3 3 P-B4, P-B3 4 P-K3,
 P-K3 5 N-B3, QN-Q2 6 B-Q3, B-N5 7 O-O, Q-K2 8 Q-N3,
 B-Q3 9 P-K4, PxBP 10 BxP, P-K4 11 N-KN5, O-O 12 P-
 B4, PxpP 13 P-K5, PxN 14 PxB, QxP 15 Bxpch, K-R1
 16 Pxp, N-B4 17 B-R3, B-N5 18 Q-B4, P-QN3 19 P-R3,
 B-B4 20 QR-Q1, Q-K2 21 BxN, QxBch 22 QxQ, PxQ
 23 B-N3, P-KR3 24 N-B7ch, K-R2 25 N-Q6, B-Q2 26 N-
 N7, QR-K1 27 NxP, B-B1 28 KR-K1, N-R4 29 RxR, RxR
 30 B-B7, R-B1 31 BxN, R-B4 32 B-N4, Resigns

STANDINGS AFTER ROUND TWELVE

11 Alekine
 9 Reubenstein
 8½ Nimzovitch
 7½ Bogolubov
 7 Yates
 6½ Ahues, Vidmar, Tartakover
 5½ Knoch
 5 Maroczy, Spielman
 4½ Colle

4 Monticelli
 3½ Grau, Araisa
 2½ Romi

ROUND THIRTEEN

Game 97

Romi - Knoch
 Queen's Pawn Opening

1 P-Q4, N-KB3 2 B-B4, P-K3 3 P-K3, P-B4 4 P-QB3,
 P-QN3 5 N-KB3, B-N2 6 B-Q3, B-K2 7 Q-K2, PxpP 8 KPxpP
 P-Q3 9 QN-Q2, QN-Q2 10 N-B4, Q-B2 11 P-KR3, N-Q4
 12 B-R2, P-QN4 13 N/4-Q2, P-QR3 14 O-O, N/4-N3
 15 N-K4, P-R3 16 KR-K1, O-O 17 QR-B1, N-B3 18 N/3-
 Q2, N-N-Q2 19 B-N1, Q-N3 20 Q-Q3, KR-Q1 21 R-K3,
 QR-B1 22 R-B3, B-Q4 23 R-K1, NxN 24 NxN, P-B4
 25 N-Q2, BxR 26 RxP, B-K5 27 NxN, PxpN 28 QxKP, N-
 B3 29 Q-N6, R-K1 30 B-K5, Q-Q1 31 BxN, BxB 32 B-B5,
 K-B1 33 Q-R7, RxR 34 BxR, K-K2 35 BxR, QxB 36 Q-K4
 ch, K-Q2 37 P-QR4, K-B2 38 PxpP, PxpP 39 Q-Q5, Q-N2
 40 Q-K6, Q-B3 41 Q-B7ch, Q-Q2 42 Q-Q5, K-N3 43 P-
 R8, Q-R2 44 Q-Q5, Q-Q2 45 K-R2, Q-B3 46 Q-K6, P-Q4
 47 O-N8, K-B2 48 P-KN3, Q-Q2 49 Q-QR8, B-Q1 50 K-N2,
 K-Q3 51 Q-R3ch, K-K3 52 Q-B8, B-B3 53 P-KB4, P-B4
 54 Q-KN8, K-K5 55 K-B2, P-N5 56 Q-R7ch, Q-B4 57 Qx
 Qch, KxQ 58 K-B3, PxpP 59 PxpP, B-Q1 60 K-K3, P-R4
 61 K-Q3, P-R5 62 PxpP, BxP 63 P-B4, Pxpch 64 NxP
 KxP 65 K-Q5, K-N6 66 K-K6, KxP 67 K-B5, P-N4, Res-
 igns.

Game 98

Bogolubov - Ahues
 Queen's Gambit

1 N-KB3	N-KB3
2 P-B4	P-K3
3 N-B3	P-Q4
4 P-Q4	QN-Q2
5 B-N5	P-B3
6 PxpP

Avoiding the Cambridge Springs variation, which, according to theory, gives Black fully satisfactory play.

6	KPxP
7	P-K3	B-K2
8	B-Q3	N-K5

If 8...O-O, then 9 Q-B2, preventing ...N-K5, after which Black gets a cramped game.

9	BxB	QxB
10	Q-B2

Stronger is 10 BxN, PxP 11 N-Q2, P-KB4 12 O-O, O-O 13 O-B2 and then QR-K1 and P-B3, as in the game Marshall - Rubenstein, Moscow, 1925.

10	P-KB4
11	O-O	O-O
12	QR-K1	R-B3

It is difficult to find the correct plan for Black here. After 12...N/2-B3, White plays 13 N-K5 and then P-B3.

13	P-KN3
----	-------	------

A solid move. If 13 N-Q2, R-R3 14 P-KN3, Q-B2 15 P-B3?, NxNP! Now on 13...R-R3 White answers 14 N-R4.

13	P-KN4
14	K-N2?

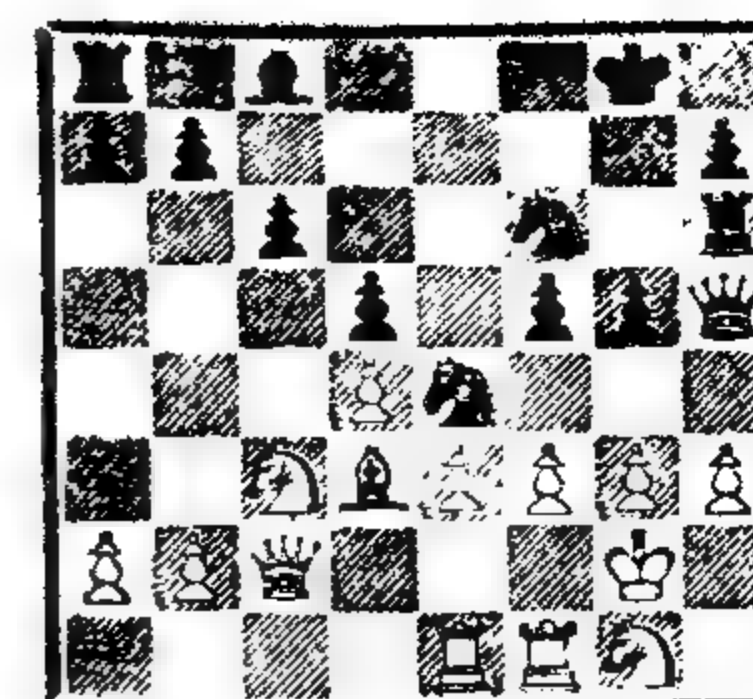
Bogolubov subjects himself to a strong attack. He should play the immediate 14 N-Q2!, P-N5 (else White plays P-B3 and P-K4, gaining the advantage.) 15 P-B3, PxP 16 NxBP, N-B1, etc., and the weak Black KBP compensates White for the Strong Black Knight on K5.

14	R-R3
15	N-KN1

If 15 N-Q2, then 15...Q-B2 16 P-B3, Q-R4 17 R-R1, Q-R6ch 18 K-N1, NxP etc..

15	Q-B2
16	P-B3	Q-R4
17	P-KR3	N/2-B3!

See diagram at top of next page.



Now the attack is very strong. White cannot accept the piece sacrifice, as after 18 PxN, PxP 19 B-K2 follows 19...BxPch 20 K-B2, N-N5ch 21 BxN, BxB and wins.

18	N/3-K2
----	--------	------

If 18 P-KB4, preventing P-B5, then 18...P-N5! 19 P-KR4, NxP! Or 19 N/3-K2, PxRPch 20 K-R1, N-N5 and wins.

18	P-B5!
19	P-KN4	NxP
20	BPxN	BxP
21	NxP	PxN
22	BxN	BxPch
23	NxB

If 23 K-B2, then Q-R5ch 24 K-K2, BxRch with an easy win.

23	QxNch
24	K-B2	Q-N6ch

An easy win is 24...Q-R7ch 25 B-N2 (if 25 K-B3, then R-R6ch 26 K-N4, Q-N6ch 27 K-B5, Q-N3ch 28 KxP, R-R5ch 29 K-B3, Q-N5ch 30 K-B2, R-R7ch 31 B-N2, RxP, mate) 25...P-B6! 26 KxP (if 26 R-B1, R-N3 27 R-KN1, RxBch 28 RxRch, PxR. If 26 R-KN1, R-KB1! 27 P-K4, Q-R5ch 28 K-K3, P-B7, winning the exchange for a pawn) Q-R4ch! 27 K-N3, K-R1 (threat of 28...R-N1ch 29 K-B2, RxBch) 28 R-KR1, R-N1ch 29 K-B2, RxBch 30 KxR, Q-N5ch 31 K-B1, Q-B6ch 32 K-N1, RxRmate.

25	K-K2	R-R7ch
26	K-Q1	RxQ
27	BxR	K-R1
28	R-R1

The attack on White has ended, but he has lost too much material to hold the game.

28 R-K1
29 BxP K-N2!

Removing the King from the dangerous Kingside. If White plays 30 R/K-N1, then 30...QxRch 31 RxQch, KxB 32 PxP, R-K5!, and wins. For example: 33 R-N4!, RxPch 34 K-K2, K-R3 35 K-K3, R-K5ch 36 K-B3, R-K8.

30 B-B2 K-B3!

Black cannot take the Pawn with the Rook, as after 31 R-N1 White emerges with an extra piece. If 30...Q-B6ch 31 K-B1, RxP, then 32 R/R-N1ch, K-B3 33 R/K-B1, and White wins the BP.

31 R-R6ch K-K2
32 PxPch K-Q1
33 R-Q6ch K-B2
34 RxPch PxR
35 RxR QxP

The following is only a technical exercise.

36 R-K1 QxPch
37 K-B1 P-B4
38 F-Q1 Q-K4
39 K-N1 K-B3
40 B-N3 P-B5
41 R-QB1 K-N4
42 BxPch

On a retreat of the Bishop, the advance of the OP wins quickly.

42 PxB
43 P-R3 Q-K5ch
44 K-R2 P-R4
45 R-B3 P-R5
46 R-R3 K-B4
47 R-R5ch K-Q5
48 R-R3 Q-Q6!
49 R-R4ch K-K6
50 R-R2 K-B5
51 R-B2ch K-N6
52 R-B8 Q-N6ch
53 Resigns

On 54 K-R1 follows 54...P-B6. An accurately played endgame.

Game 99

Araisa - Tartakover
Queen's Pawn Game

1 P-Q4, P-Q4 2 N-KB3, N-QB3 3 B-B4, B-B4 4 P-B3, P-K3 5 P-K3, B-Q3 6 B-N3, N-B3 7 B-N5, O-O 8 BxN, PxP 9 B-R4, P-B4 10 N-K5, PxP 11 KPxB, P-B4 12 O-O, Q-B2 13 R-K1, PxP 14 PxP, N-K5 15 N-KB3, QR-N1 16 P-QN3, KR-B1 17 B-N3, NxB 18 RPxN, B-QN5 19 QN-Q2, B-B6 20 R-QB1, Q-R4 21 R-K2, B-N7 22 RxRch, RxR 23 N-B4, PxN 24 RxB, P-B6 25 Q-QB1, Q-R3 26 R-B2, BxR 27 QxB, Q-R6 28 N-K1, Q-N7, resigns.

Game 100

Colle - Alekine
Queen's Pawn Game

1 P-Q4 N-KB3
2 N-KB3 P-Q4
3 P-K3 B-B4

This is a good method against the Colle system.

4 B-Q3

Stronger is 4 P-B4, threatening Q-N3.

4 P-K3
5 BxB PxP

Black has neutralized the opposing Bishop, and now has control of his K5.

6 O-O QN-Q2
7 P-B4 PxP
8 Q-R4 B-Q3
9 QN-Q2 O-O
10 NxP N-N3
11 NxN RPxN

The open line is not dangerous to White.

12 Q-B2 Q-Q2
13 N-K5! Q-K3
14 N-B4 B-K2
15 B-Q2 KR-Q1
16 P-QR4 N-K5

This is played to weaken the opponent's Kingside pawns. Black's advantage begins to crystalize.

18 B-K1 PxP
19 NxKP P-QB3
20 N-B4! R-R3

This Rook must assume a defensive function. 20... P-QB4 leads to less than satisfactory play.

21 P-QN4 P-R3!

The world champion makes a preventive move before entering complications.

22 R-R3

White intends to play R-KR3, but Black finds a good answer to Colle's plan, and better appears 22 QR-B1.

22 P-QN4!
23 PxP

Of course not 23 N-R5?, RxN.

23 PxP
24 RxR PxR
25 N-K5 B-B3!

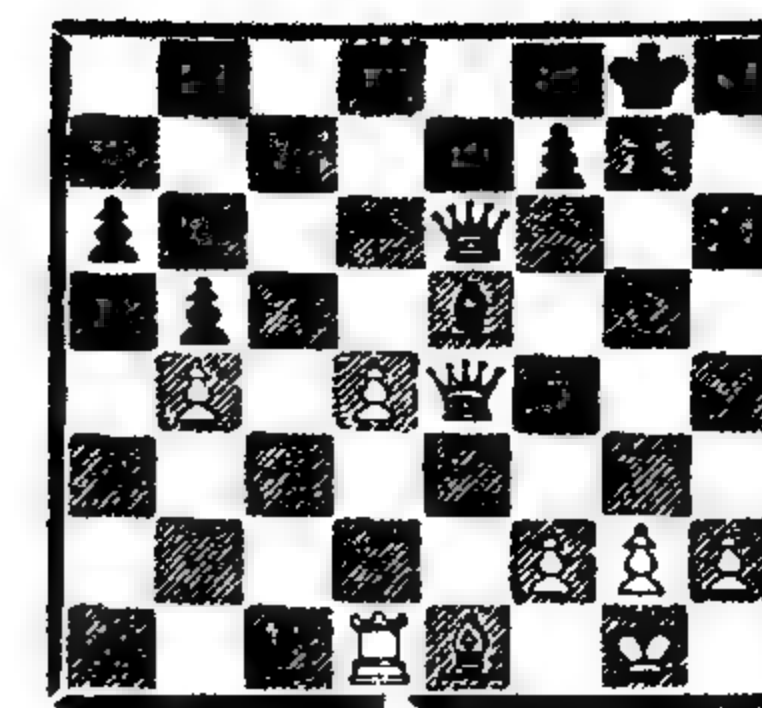
This was a surprise for White. Now, instead of the defensive move 26 P-B4, he decides to play for complications.

26 QxN

Bad was 26 N-B3, N-N4! 27 NxN, PxN 28 B-B3, BxP! winning a pawn.

26 BxN

See diagram at top of next page.



27 P-B4?

This blunder loses immediately. Best was 27 P-N3, BxQP! 28 RxB, RxR 29 QxR, QxBch, though even this favors Black.

27 BxPch
28 RxB RxR
29 Resigns

This combination would not have worked had Black not played 21...P-R3 to give his King an exit!

Game 101

Rubenstein - Spielman
Queen's Pawn Game

1 P-Q4 P-K3
2 N-Q2 P-Q4
3 N/1-KB3 N-KB3
4 P-K3 P-B4
5 P-QR3 PxP

This seems premature, but Black is stopping the possibility of White's playing a later PxP, BxP followed by P-QN4 with tempo. By the solid 5...N-B3 6 B-Q3, B-Q2 7 PxP, BxP 8 P-QN4, B-Q3 9 B-N2, O-O Black stands well.

6 PxP B-Q3
7 B-Q3 O-O
8 O-O N-B3
9 R-K1 Q-B2
10 P-R3 B-Q2
11 N-B1 P-KR3

Black has built a solid defensive position, and exerts pressure against his opponent's center and Kingside.

12 N-K3	P-R3
13 P-B3	P-QN4

Thus, Black's strategy is counterplay on the Queenside, while White switches to the Kingside:

14 N-N4!	NxN
15 PxN	B-B5

Now 15...P-K4 is not so good: 16 PxP, NxP 17 NxN, BxN 18 P-N5 forcing a weakening in Black's King position.

16 P-N5	PxP
17 NxP	P-N3

White cannot be allowed to play Q-R5, though the text move weakens the Black King position.

18 Q-B3	BxB
19 QRxB

Now the threat is Q-R3. If 19...P-K4 then 20 Q-N3, with threats of Q-R4 and Q-R2.

19	K-N2
20 R-B2	QR-K1
21 R/2-K2	R-K2
22 Q-K3	N-Q1
23 P-KB4

Black's position is difficult to defend. White now has the threat of P-B5 with a decisive attack, which forces a new weakness in Black's critical King position.

23	P-B3
24 N-B3	R-R1
25 P-KN3	N-B2
26 N-R4	P-B4
27 R-R2

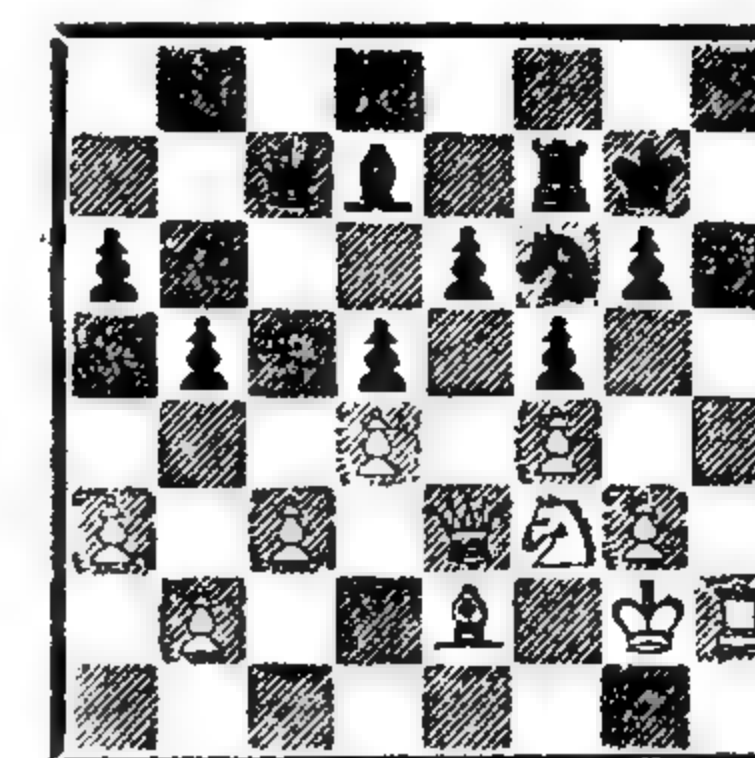
This is played to threaten P-KN4.

27	N-R3
28 B-K2	R-B2
29 K-N2	N-N1
30 R/1-R1

With the powerful threat of NxPch.

30	R-R3
31 N-B3	RxRch
32 RxR	N-B3

If 32...N-R3, then 33 N-N5, R-K2 34 Q-N1, R-K1 35 RxN and wins. But the move in the game should also lead to a quick loss.



33 N-K5?

This is a blunder. White could force an immediate win by 33 N-N5!, R-B1 34 Q-K5!, QxQ 35 QPxQ, N-R4 36 BxN, PxB 37 RxP, R-KR1 38 RxR, KxR 39 K-B2, with an easily won end-game.

33	R-B1
34 Q-B1	P-R4!

Black continues to look for his chances on the Q-side.

35 Q-KR1

White should play 35 N-Q3 with a solid position. This attempt to immediately force the game is insufficient.

35	P-N5
36 R-R6	B-K1
37 B-N5	B-B2

Now Black threatens not only PxBP, but N-R4.

38 Q-R4	PxBP
39 N-Q7?

This loses because of Black's answer. By playing instead 39 PxP, QxQBP 40 N-Q7, NxN 41 R-R7ch, White could still force a draw. If in answer to 40 N-Q7, Black plays N-R4, then 41 RxN, PxR 42 Q-B6ch, with

good winning chances for White.

39 QxN!

Here White lost on time. A possible continuation was 40 BxQ, PxP 41 Q-R1, R-QN1 42 Q-QN1, KxR 43 B-R4, N-K5 44 B-B2!, K-N2! (Not 44...N-B6 45 Q-R1ch, K-N2 46 Q-K1! and Black cannot Queen.) 45 Q-K1, P-N8(Q)! 46 BxQ, R-N7ch 47 K-R1, N-Q7, etc. A game filled with interesting moments.

Game 102

Grau - Maroczy
Queen's Gambit

1 P-Q4, N-KB3 2 P-QB4, P-B3 3 N-QB3, P-Q4 4 P-K3, P-K3 5 N-B3, QN-Q2 6 PxP, KPxB 7 B-Q3, B-Q3 8 O-O, O-O 9 Q-B2, R-K1 10 R-K1, N-B1 11 P-KR3, B-Q2 12 B-Q2, R-B1 13 QR-B1, N-N3 14 P-R3, Q-K2 15 P-K4, PxP 16 NxP, NxN 17 BxN, Q-Q1 18 Q-N3, Q-N3 19 QxQ, PxQ 20 BxN, RPxB 21 N-K5, B-K3 22 B-B3, P-KN4! 23 N-N4, P-B3 24 N-K3, QR-Q1 25 P-QN4, P-QN4 26 B-N2, B-QB2 27 R-B2, B-N3 28 R-Q2, R-Q2 29 R-Q3!, K-B2 30 R/1-Q1, R/1-Q1 31 P-N4, B-R2 32 K-N2, K-B1 33 N-B2, B-B2 34 N-K3, B-KN3 35 R/3-Q2, B-K5ch 36 P-B3, B-KN3 37 N-B1, R-K2! 38 N-N3, R-K6 39 P-Q5, RxP 40 RxR, PxR 41 RxP, R-Q6 42 RxR, BxR 43 N-K4, BxN 44 PxP, B-N1! 45 K-B3, K-B2 46 K-K3, K-K3 47 K-Q3, B-K4 48 B-B1, B-R8 49 K-K3, K-K4 50 K-Q3, B-Q5 51 B-Q2, B-N7 52 K-B2, BxP 53 K-N3, KxP! 54 KxB, K-B6 55 K-N3, K-N6 56 K-B3, KxP 57 K-Q4, KxP 58 K-K3, P-B4 59 B-K1, P-KN3 60 B-B2, P-N3! 61 B-K1, K-R6 62 K-B3, P-N5ch 63 K-B4, K-N7 64 B-R4, P-N6, Resigns. After 65 BxP, P-N4ch 66 KxNP, KxB 67 KxP, K-B6 68 K-K5, K-K6 69 K-Q5, K-Q6 the White King cannot reach Black's pawns. On examining this endgame, one is left with the impression that Maroczy is an old Master of endgame play.

Game 103

Montichelli - Vidmar
Scotch Game

1 P-K4 P-K4
2 N-KB3 N-QB3
3 N-B3 N-B3

4 P-Q4	PxP
5 NxP	B-N5
6 NxN	NPxN
7 B-Q3	P-Q4
8 PxP	Q-K2ch

The Bogolubov Variation.

9 Q-K2

Poor is 9 B-K3, because of NxP. Not good is 9 B-K2 because of 9...NxP 10 B-Q2, BxN and then B-QR3.

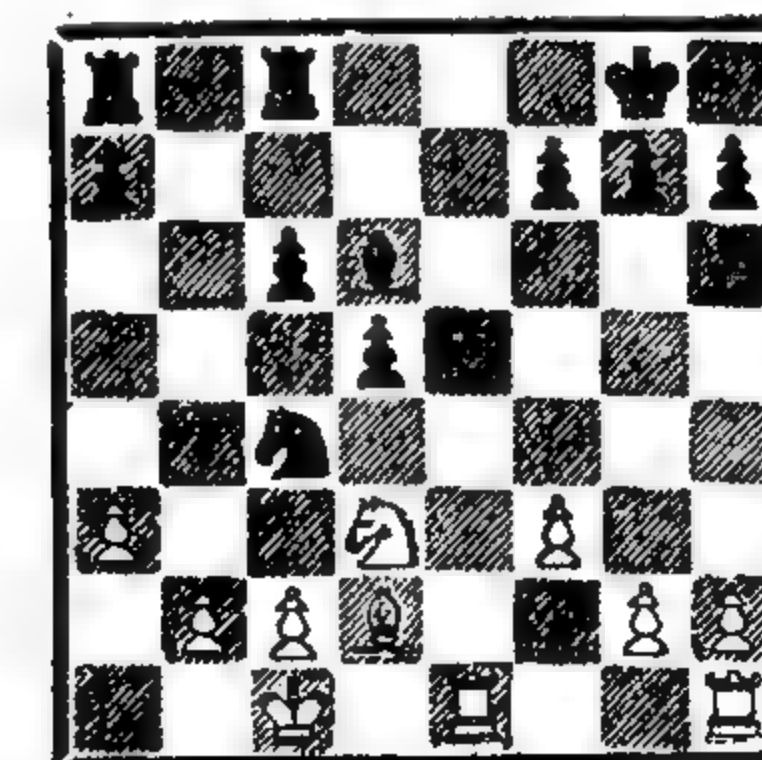
9	QxQch
10 BxQ	PxP
11 B-Q2

White plays thus to avoid any weak pawns in the endgame.

11	O-O
12 O-O-O	P-B3
13 P-B3	B-K3
14 P-QR3	B-Q3

The Bishop is played here to keep the rook on KR1.

15 B-QR6	B-B1!
16 BxB	KRxB
17 R/Q-K1	N-Q2
18 N-K2	N-N3
19 N-B4	N-B5
20 N-Q3



White has a very passive position. It is now clear that 14 P-QR3 was a blunder because now it renders P-QN3 impossible.

20	QR-N1
21 B-B3	P-QB4!
22 N-K5	BxN!

23 BxB R-N2
24 P-QN3

White has no other move. The threat of 24...P-B3 25 B-B3, P-Q5 is difficult to meet.

24 NxP
25 B-N2 N-N4
26 R-K5 P-Q5
27 R/1-K1 P-B3!

Black now has a won game. Nevertheless, he must be careful. On 27...K-B1 follows 28 R-R5, P-KR3 29 R/1-K5 winning the QBP, for if 29 ...R/2-B2 30 P-QN4.

28 R-K8ch RxR
29 RxRch K-B2
30 R-B8 R-B2
31 R-QN8 N-Q3
32 P-QN4 PxP
33 BxP

33 RxP fails against P-Q6 34 P-B3, N-B5, etc.

33 P-QR4
34 B-N6 R-N2!
35 RxR NxR
36 K-N2 P-R5

The pawn must be advanced because 36...K-K3 37 K-N3, K-Q4 38 K-R4, K-B5 and White would not play 39 BxP, allowing N-B5 Mate. But the text move is even stronger.

37 P-B3 N-Q3
Resigns

Game 104

Yates - Nimzovich
French Defense

1 P-K4, P-K3 2 P-Q4, P-Q4 3 N-QB3, N-KB3 4 B-KN5, B-K2 5 P-K5, N-N1 6 B-K3, P-QN3 7 Q-N4, P-N3 8 P-KR4, P-KR4 9 Q-N3, B-R3 10 KN-K2, N-QB3 11 R-R3, N-R3 12 B-N5, N-B4 13 Q-B4, Q-Q2 14 O-O-O, O-O-O 15 N-N3, BxB/8 16 NxB, K-N1 17 R/3-Q3, N-N5 18 R/3-Q2, R-QB1 19 P-R3, N-QR3 20 N-K3, K-R1 21 P-KN3, P-QB3 22 Q-B3,

N-B2 23 K-N1, R-QN1 24 N-R2, P-QR4 25 N-QB1, R-N2 26 R-Q3, R-QB1 27 N-K2, BxB 28 PxB, P-N4 29 N-QB1, P-R5 30 P-B3, N-N2 31 N-B2, P-QB4 32 PxP, N-R3 33 P-B6, QxP 34 N-Q4, Q-B2 35 R-K3, N-QB4 36 Q-K2, Q-N3 37 N-R2, N-R3 38 O-K1, R-B5 39 R-K2, R/2-B2 40 P-B3, N-Q B4 41 Q-N1, N-R3 42 R-R2, R-N2 43 R/2-Q2, R-B1 44 Q-B1, Q-B4 45 N-B1, Q-B5 46 N-Q3, N-QB4 47 NxN, QxN 48 R-R2, K-R2 49 Q-N1, K-N3 50 Q-K3, K-R3 51 R-R4, Q-N3 52 P-KN4, R-B5 53 R-R2, R-B1 54 R/1-R1, R/2-B2 55 PxP, NxP 56 P-KB4, Q-B4 57 R-Q2, Q-B5 58 Q-B3, R-K1 59 R/1-Q1, N-N2 60 R-R2, N-R4 61 R-R4, Q-B4 62 N-B2, N-N2 63 N-K3, Q-B1 64 R-R2, R/1-B1 65 R/2-Q2, R-B4 66 R-Q3, N-B4 67 NxN, NPxN 68 R-R1, R-B5 69 Q-B2, Q-B4 70 QxQ, R/1xQ 71 R-Q4, RxR 72 PxR, R-B2 73 R-R7, K-N3 74 R-N7, K-N2 75 P-N3, PxP 76 K-N2, K-N3 77 KxP, R-B5 78 RxP, RxP 79 R-K7, RxP 80 RxPch, K-B4 81 R-K8, R-B6ch 82 K-N2, K-Q5 83 P-K6, K-K4 84 P-K7, K-K3 85 R-Q8, KxP 86 RxP Draw.

STANDINGS AFTER ROUND 13

12 Alekine
9 Nimzovitch, Rubenstein
7½ Ahues, Bogolubov, Vidmar, Yates, Tartakover
6½ Knoch
6 Maroczy, Spielman
4½ Colle
4 Montichelli
3½ Araisa, Grau
2½ Romi

ROUND FOURTEEN

Game 105

Knoch - Nimzovitch
Reti Opening

1 N-KB3, N-KB3 2 P-B4, P-QN3 3 P-KN3, P-N3 4 B-N2,

B-KN2 5 O-O, O-O 6 N-B3, B-N2 7 P-Q4, N-K5 8 NxN, BxN 9 P-Q5, P-K4! 10 B-K3, P-KB4 11 N-K1, BxB 12 Nx B, P-Q3 13 Q-Q2, N-Q2 14 P-B3! (This is only a protective move against the advance of Black's pawn center) 14...P-QR4 15 QR-N1, N-B4 16 P-N3, R-B2! 17 P-QR3, Q-KB1! 18 KR-B1, P-R4 19 P-QN4, PxP 20 Px P, N-Q2 21 P-B5, QPxP 22 PxP, NxP 23 BxN, PxB 24 R-N5, B-R3 25 P-B4, PxP 26 PxP (26 NxP!) 26...P-B5! 27 RxP, R-R8ch 28 R-B1, Q-R6 29 R/5-N1, R-R7 30 R-B2, RxR 31 OxR, BxP 32 NxB, Q-K6ch 33 K-N2, QxN 34 R-N8ch, K-R2 35 Q-B3, R-KN2 36 R-K8!, P-R5 37 Q-B3, Q-Q5? (Exchanging Queens is an easy win) 38 P-K4!, Q-R5 39 R-K6, R-KB2 40 K-R3, Q-B7 41 Q-B4, Q-B6ch 42 KxP, Q-N2 43 K-N3, P-N4 44 Q-K5, P-B5ch 45 K-B2, QxQ 46 RxQ, K-N3 47 K-B3?(Now White has problems; 47 P-R3 draws easily) 47...P-N5ch! 48 K-N2, R-B1 49 R-K7, P-B6ch 50 K-B2, R-KR1 51 K-N1, R-R1 52 RxP, R-R8ch 53 K-B2, R-R7ch 54 K-N1, R-N7ch 55 K-R1, R-Q7 56 K-N1, R-Q8ch 57 K-B2, R-KR8! 58 P-Q6, RxPch 59 K-K3, R-K7ch 60 K-Q3, R-K8! 61 R-B2, K-B2 62 Resigns

Game 106

Vidmar - Yates
Queen's Gambit

1 P-Q4	N-KB3
2 P-QB4	P-K3
3 N-KB3	P-Q4
4 B-N5	QN-Q2

Weaker here is the variation 4...P-KR3 5 BxN! (Bad is 5 B-R4, B-N5ch 6 N-B3, PxP) QxB 6 P-K3, often played in the international tournament in Moscow, 1925.

5 P-K3	B-K2
6 N-QB3	O-O
7 R-B1	P-B3
8 B-Q3	P-QR3
9 O-O

Stronger here is the Carlsbad variation, 9 PxP, with the idea of clearing the atmosphere in the center. See the games Bogolubov - Rubenstein, Round 3, and Knoch - Rubenstein, round 6.

9	PxP
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10 BxP	P-QN4
11 B-Q3	P-B4
12 P-QR4

On 12 BxN follows 12...BxB 13 N-K4, P-B5 14 B-N1, B-K2.

12	P-B5
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A sharp move, which yields the center to White. Also possible was 12...P-N5 13 N-N1, B-N2, and if 14 BxN, then BxB 15 PxP, R-B1, or even 14 PxP, BxP 15 BxN, QxB 16 BxPch, KxB 17 QxN, BxN with interesting counterchances for the pawn.

13 B-N1	N-Q4
14 BxB	QxB
15 PxP

Opening the QR-file is not the best. Stronger was the immediate 15 P-K4, NxN 16 PxN with a following Kingside attack.

15	NxN
16 PxN	PxP
17 P-K4	R-Q1
18 P-K5	B-N2
19 N-Q2	R-R6
20 P-B4	P-N3
21 B-K4

Here deserving consideration was 21 Q-N4, intending to prepare P-KB5. White chooses instead a positional continuation and gives Black good chances on the Queenside.

21	N-N3
22 BxB	QxB
23 Q-K1	N-Q4
24 N-K4	R-R7

Now attacking the weak point, KN2.

25 Q-R4	R/1-R1
26 R-KB2	K-N2
27 R/1-KB1	Q-K2?

This is an incorrect tactic. Black has an aggressive position and should not play for the endgame.

27...RxR 28 QxR, P-N5 would give Black good winning chances.

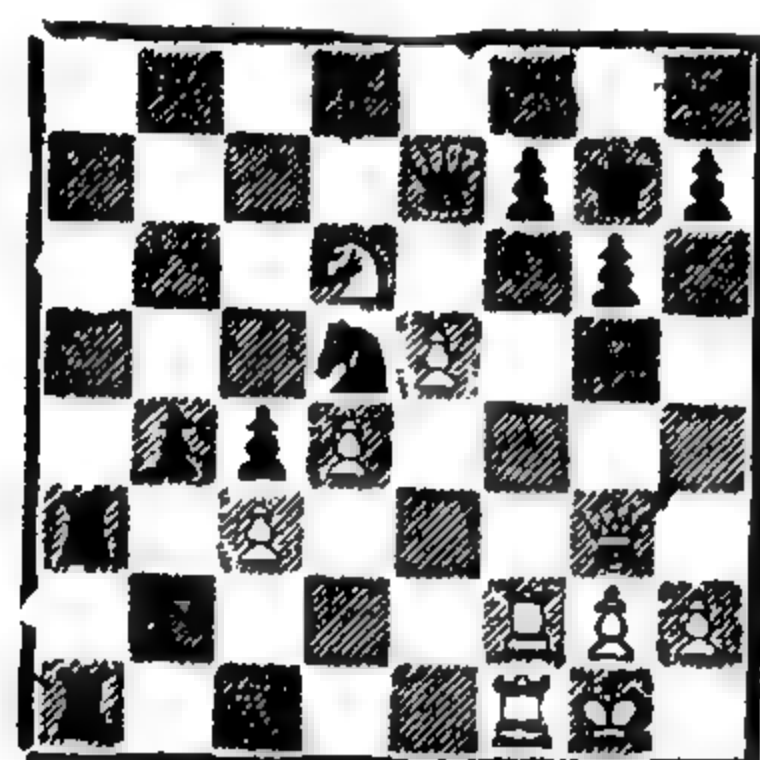
28 Q-N3 K-R1
29 N-N5 K-N2
30 N-K4 R-R8?

Less dangerous was 30...RxR 31 QxR, P-N5 32 P-N4.

31 P-B5 KPxP
32 RxP P-N5
33 R/5-B2?

This retreat is incorrect. Best was 33 N-Q6 and if NxP then 34 Q-B3, RxRch 35 QxR, threatening RxPch (35...R-KB1 36 QxBP).

33 R/1-R6
34 N-O6



Now Black must meet the threats of both RxPch and N-B5ch.

34 NxP!

An amazing resource! If now 35 N-B5ch, then K-B1 36 NxQ, RxRch 37 RxR (37 KxR, R-R8 Mate), N-K7ch 38 K-B2, NxQ 39 PxN, KxN and Black should win.

35 Q-N4 P-R4
36 Q-B8? N-K7ch!

This answer would have been impossible after 36 Q-B3.

37 K-R1

If 37 RxN, then Q-R5 38 R-KB2 (38 P-N3, QxQPch 39 K-N2, RxR 40 KxR, R-R8ch 41 K-N2, Q-N8ch 42 K-R3, Q-B8ch 43 R-N2, R-R7 44 Q-B6, QxRch and after the exchanges, Black's QBP Queens) RxRch 39 RxR, QxQPch 40 K-R1, R-R8 and Black wins.

37 Q-K3
38 Q-Q8 R-R1
39 Q-N5 NxP
40 NxKBP N-B4
41 N-Q6

White gets nothing from 41 RxN, QxR.

41 NxN
42 PxN P-N6
43 P-R3 P-N7
44 Q-N5 P-B6
45 Q-N7ch K-N1?
46 P-Q7

If the Black King stood on R3, Black would have an immediate win by 46...RxRch 47 RxR, R-R8 48 P-Q8(Q), RxRch 49 K-R2, Q-K4ch 50 P-N3, R-B7ch and Black wins.

46 R-Q1
47 Q-N4 RxP
48 QxBP

Threatening mate in two moves.

48 RxRch
49 RxR R-QN2
50 R-QN1

It seems that White has equalized the game, but Yates has sufficient resources.

50 R-N6
51 Q-B2 R-N1
52 Q-B3

Of course not 52 RxP, Q-K8ch 53 K-R2, Q-K4ch.

52 Q-N3
53 Q-B4ch K-N2
54 Q-B3ch K-R2
55 Q-K5 R-N2
56 Q-K2 Q-N5
57 Q-KB2

Bad was 57 Q-QB2, Q-Q5 58 Q-B6, R-R2 and then R-R8.

57 Q-B6
58 Q-B1 K-N2

59 K-R2 Q-K4ch
 60 K-R1 R-QB2
 61 Q-Q1 Q-B5
 62 Resigns

A triumph of the initiative, illustrative of the style of the English Master.

Game 107

Maroczy - Montichelli
 Ruy Lopez

1 P-K4, P-K4 2 N-KB3, N-QB3 3 B-N5, P-QR3 4 B-R4, P-Q3 5 P-B3, B-Q2 6 P-Q4, N-B3 7 Q-K2, Q-K2 8 QN-Q2, P-KN3 9 O-O, Pxp 10 Nxp, B-N2 11 NxN, Pxn 12 R-K1, O-O 13 N-B1, R-K1 14 N-N3, P-Q4 15 B-KN5, P-R3 16 BxN, QxB 17 Q-B2 (17 Q-Q3!) R-K2 18 R-K2, Q-Q3 19 R/1-K1, P-Q5! 20 Pxp, Bxp 21 R-Q2, P-QB4 22 BxB, RxB 23 P-K5! (23 N-K2? Bxpch) Q-K3 24 K-R1, R-K2 (24...QxRP? 25 P-K6!) 25 P-N3, Q-N5 (After 25...P-B4 26 P-B4, White has the better position) 26 R-K4, Q-K3 (On 26...Q-N4 follows 27 P-KR4!) 27 P-B4, P-B4? 28 Pxp.e.p. Resigns.

Game 108

Spielman - Grau
 French Defense

1 P-K4, P-K3 2 P-QN3, P-Q4 3 B-N2, Pxp 4 N-QB3, N-KB3 5 Q-K2, B-N5 6 O-O-O, Q-K2 7 Nxp, B-R6 8 N-KB3, BxBch 9 KxB, QN-Q2 10 P-Q4, O-O 11 N-K5, P-B4 12 N/5xN, NxN 13 Q-K3, Pxp 14 Qxp, P-K4 15 Q-K6, QxQ 16 NxQ, N-B3 17 B-B4, B-Q2 18 KR-K1, B-B3 19 Rxp, QR-Q1 20 R-Q3, Bxp 21 R-K7, B-B8 22 Bxpch, RxB 23 NxR, Resigns.

Game 109

Alekine - Rubenstein
 Queen's Gambit

1 P-Q4, P-Q4 2 N-KB3, N-KB3 3 P-B4, P-K3 4 B-N5, QN-Q2 5 P-K3, B-K2 6 N-B3, O-O 7 R-B1, R-K1 8 Q-B2, P-

QR3 9 Pxp, Pxp 10 B-Q3, P-B3 11 O-O, N-K5? (Black loses a pawn. White should simply capture on K4. The World Champion, however, does not see this possibility) 12 B-KB4?, P-KB4? 13 Nxp, B-Q3 (13...PxN 14 B-B7 wins the Queen. Rubenstein overlooked this same combination in his game with Euwe, Kissingen 1928.) 14 BxB, NxB 15 N-B4, N-B3 16 Q-N3ch, K-R1 17 KR-Q1, Q-K2 18 N-K5, B-K3 19 B-B4, BxB 20 RxB, Q-QB2 (If 20...NxR then 21 N/4-N6ch, etc.) 21 R-B2, R-K2 22 R/1-QB1, QR-K1 23 P-KR3, P-KN4 24 N-Q5, NxN 25 QxN, Q-Q1 26 Nxp, Pxn 27 Rxp, N-K5 28 Qxp, R-B1 29 R-B8!, RxQ 30 RxQch, K-N2 31 P-B3, N-B3 32 P-K4, R-R4 33 P-R3, R-N4 34 P-QN4, P-QR4 35 R-B5, R/2-N2 36 Pxp, RxR 37 Pxr, R-QB2 38 P-R6, K-B2 39 R-QN8, K-K3 40 R-N6ch, K-K4 41 R-N7, R-B3 42 P-R7, R-R3 43 P-B6, N-K1 44 R-K7ch, K-B5 45 RxN, RxP/2 46 K-B2, Resigns.

Game 110

Tartakover - Colle
 Benoni Defense

1 P-Q4 N-KB3
 2 P-KN3 P-B4
 3 P-Q5

The text seems best because on 3 N-KB3 follows 3... Pxp 4 Nxp, P-K4 5 N-KB3, N-B3 6 P-B4, P-Q4 and Black already has the initiative.

3 P-Q3
 4 B-N2 P-KN3
 5 P-K4 B-N2
 6 N-K2

Preferable is 6 N-QB3, or even 6 P-KR3, preventing development of the Black QB.

6 B-N5
 7 P-KR3

Stronger was 7 P-KB3 in spite of the weakening of the Black squares on the K-side.

7 BxN
 8 QxB Q-N3
 9 O-O N/3-Q2
 10 N-R3 O-O

Of course not 10...BxP because of 11 N-B4.

11 P-QB3	Q-R3
12 N-N5	Q-R4
13 P-QR4	P-QR3
14 N-R3	N-N3

Taking the pawn leads to great complications: 14... QxRP 15 B-N5, P-B3 (Even worse is 15...R-K1 16 N-N5, Q-N6 17 R-R3, QxN 18 QxQ, PxQ 19 RxR, winning the exchange) 16 B-K3, N-N3 17 P-R4, with attacking chances against the King.

15 B-N5	R-K1
16 N-B4	NxN
17 QxN	N-Q2
18 P-QN4

Possible was 18 P-B4, preventing N-K4.

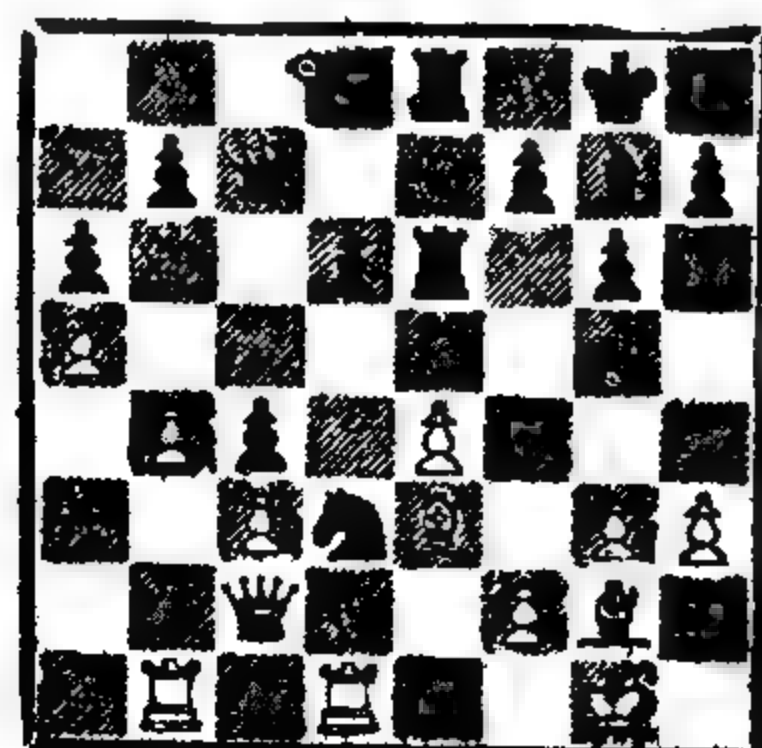
18	Q-B2
19 QR-N1

Here 19 P-B4 was a blunder: 19...N-N3 20 Q-N3, PxP 21 QxP, QxP winning a pawn.

19	N-K4
20 Q-K2	P-B5
21 KR-Q1	N-Q6
22 Q-B2	P-K3
23 PxP	RxP
24 B-K3?

This is a blunder. Correct was 24 B-KB1 and on either 24...RxP 25 BxN, PxP 26 QxP, R/1-K1 27 B-K3, QxP 28 QxQ, BxQ 29 RxP, or 24...N-K4 25 B-K2, R/1-K1 26 R-Q2 play is equal.

24	R/1-K1
25 P-R5?



25

P-R4?

Black has a forcing continuation which leads to a clearly winning position: 25...P-Q4! 26 PxP, RxB! 27 PxR, RxP 28 P-N4, Q-N6 (Threatening BxP and if QxB then R-K7) 29 P-Q6, QxQP 30 R-Q2, Q-N6 31 R-K2, BxP 32 RxR, QxRch 33 K-R1, N-B7ch, etc.

26 B-Q4!	B-R3
27 P-R4	P-B4
28 PxP	R-K7
29 Q-R4	Q-KB2

A logical continuation of the attack. Bad was 29... PxP because of 30 P-N5 with threat of B-Q5ch and then QxP.



30 B-B1?

After this last blunder, White loses by force. He could still save the game by 30 PxP! QxNP 31 P-N5 (A blunder is 31 B-Q5ch, K-B1 32 BxP, NxP! 33 BxR, QxPch 34 K-B1, Q-R6ch 35 KxN, Q-R7ch 36 K-B3, QxBch 37 K-N3, B-B5ch! 38 KxB, Q-N5 Mate) and Black has no clear winning continuation. Therefore, best is 31 ...Q-KB2 defending the QBP.

30	QxBP
31 BxR	RxB

Now the threat is NxP.

32 R-KB1	Q-R6!
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With the new threat of 33...N-B5.

33 R/B-Q1	N-B5!
34 PxN	BxP
35 R-N2

Played to defend the mate by 35...B-R7ch 36 K-R1, B-N6ch 37 K-N1, Q-R7ch 38 K-B1, RxBch 39 BxR, QxB Mate.

35	Q-R7ch
36	K-B1	R-K2
37	B-K3	BxB
38	PxB	Q-R8ch
39	K-B2	R-B2ch
40	K-K2	Q-N7ch
41	K-K1	R-B8 Mate

Game 111

Ahues - Araisa
Queen's Gambit

1 P-Q4, P-Q4 2 P-QB4, P-QB3 3 P-K3, P-K3 4 N-KB3, B-Q3 5 N-B3, QN-Q2 6 B-Q3, P-KB4 7 B-Q2, P-QR3 8 Q-N3, Q-B3 9 O-O-O, N-K2 10 P-K4, BPxP 11 BxP, B-B5 12 B-Q3, P-QN4 13 PxQP, KPxB 14 KR-K1, N-QN3 15 BxB, QxBch 16 K-N1, N-B5 17 Q-N4, Q-Q3 18 QxQ, NxQ 19 R-Q2, R-R2 20 N-N5, P-R3 21 N-K6, K-B2 22 N-B5, N-B5 23 R/2-K2, N-B4 24 BxN, BxBch 25 K-B1, P-QR4 26 P-QN3, N-Q3 27 P-B3, R-K1 28 RxB, NxR 29 P-KN4, B-B1 30 N-Q3, N-Q3 31 N-K5ch, K-B1 32 K-Q2, R-QB2 33 R-QB1, N-K1 34 P-QR4, PxP 35 NxRP, P-R4 36 P-R3, PxP 37 RPxB, N-B3 38 RxB, RxB 39 NxR, B-Q2 40 NxP, K-B2 41 K-K3, P-N4 42 N-B3, K-K3 43 N-N7, B-B1 44 N-B5ch, K-K2 45 N-N5, BxB 46 PxB, NxPch 47 K-B3, N-R3 48 P-N4, P-N5ch 49 K-B4, K-B3 50 N-B3, N-B4 51 N-Q7ch, K-K3 52 N-B8ch, Resigns.

Game 112

Romi - Bogolubov
Queen's Pawn Game

1 P-Q4, N-KB3 2 B-B4, P-K3 3 P-K3, P-B4 4 N-KB3, PxP 5 PxP, B-K2 6 B-Q3, Q-N3 7 Q-B1, N-B3 8 P-B3, P-Q4 9 QN-Q2, B-Q2 10 P-KR3, R-QB1 11 B-B2, P-KR3 12 O-O, P-KN4 13 B-K5, R-KN1 14 BxN, BxB 15 N-N3, P-KR4 16 P-N4, Q-B2 17 R-K1, PxP 18 PxP, P-N3 19 K-N2, K-K2 20 Q-K3, Q-B5 21 N-R2, NxP 22 NxN, BxN 23 QxQ, PxQ 24 B-N3, B-KB3 25 BxB, P-N4 26 P-R3, P-R4 27 QR-N1, QR-N1 28 K-B3, P-N5 29 RPxB, RPxB 30 PxP, RxB 31 P-N3, R-KR1 32 K-N2, R-Q5 33 B-K4, R-QN1 34 B-B3, P-K4 35 R-K4, R-Q6 36 P-N4, R-B6 37 R/1-K1, B-K3 38 R-QN1, R-KR1 39 N-B1, R-KN1 40 N-R2, B-B4 41 P-QN5,

BxR 42 BxB, R-B5 43 P-B3, R-R5 44 R-N2, R-N1 45 P-N6, K-Q3 46 P-N7, K-B4 47 N-B1, R-N5 48 R-B2ch, R-B5 49 R-N2, R-N5 50 R-B2ch, K-Q5 51 R-Q2ch, K-B4 52 R-B2ch, R-B5 53 R-N2, B-Q1 54 N-Q2, R-N5 55 R-B2ch, K-Q3 56 N-B4ch, K-K3 57 N-N2, B-K2 58 N-B4, R-N4 59 N-Q2, R-Q1 60 B-B5ch, K-B3 61 B-B8, B-Q3 62 N-K4ch, K-K2 63 P-N5, B-N1 64 R-R2, R-R1 65 N-B2, R-N1 66 N-K4, R-R1 67 N-B2, R-R4 68 N-K4, R-N8 69 R-R8, R/8-R8 Resigns.

STANDINGS AFTER ROUND FOURTEEN

13	Alekine
10	Nimzovich
9	Rubenstein
8½	Ahues, Bogolubov, Yates
7½	Vidmar, Tartakover
7	Maroczy, Spielman
6½	Kmoch
5½	Colle
4	Montichelli
3½	Grau, Araisa
2½	Romi

ROUND FIFTEEN

Game 113

Bogolubov - Kmoch
Queen's Gambit

1	N-KB3	N-KB3
2	P-B4	P-B3
3	P-Q4	P-Q4
4	P-K3	P-K3
5	N-B3

Bogolubov clearly does not mind the Meran's complications. In other cases, White has the more popular

move 5 B-Q3, with the following possible continuations: 1) 5...QN-Q2 6 QN-Q2!, B-K2 7 O-O, O-O 8 P-K4, or 2) 5...N-K5 6 QN-Q2, P-KB4 7 O-O with sharp and complicated play.

5 QN-Q2
6 B-Q3 PxP

Also possible is 6...B-K2 7 O-O, O-O 8 P-K4, PxKP 9 NxP, P-QN3 with approximate equality,

7 BxP P-QN4
8 B-Q3

The line 8 B-N3, P-QR3? 9 P-K4, P-B4 10 P-K5, PxP 11 PxN, PxN 12 PxP has been analyzed by Grunfeld, who says that Black has strong possibilities after 8...P-N5! 9 N-K2 (If 9 N-QR4, B-R3 prevents White from castling) B-N2, etc.. Capablanca's 8 B-K2 gives White no more than an even game.

8 P-QR3
9 O-O

White bypasses Blumenfeld's continuation 9 P-K4, P-B4 10 P-K5, PxP 11 NxNP, PxN 12 PxN because of the new idea of Sozin: 11...NxKP! 12 NxN, PxN with complex, but equal play.

9 P-B4
10 P-QR4 P-N5
11 N-K4 B-N2

So far, the game has followed Grunfeld - Rubenstein, Meran, 1924. That game continued 12 N/4-Q2, B-K2 13 Q-K2, O-O in Black's favor.

12 Q-B2 R-B1

Defending the QBP is not easy. White could now attack the QRP by 13 Q-K2, and if the pawn advances, he gets control of QN5. Black would do better to play 12...PxP 13 NxP, R-B1 14 NxNch, PxN 15 Q-K2, N-B4 16 B-B4, B-Q3 with a good game. After the text move this variation is not possible.

13 NxNch PxN

And now this is best, as the Rook can become active on KN1.

14 Q-K2 P-QR4?

This is poor. Best was 14...Q-R4 or 14...R-R1 to defend the RP. 14...PxP 15 BxP!, BxB 16 QxB, PxP 17BxP greatly favors White.

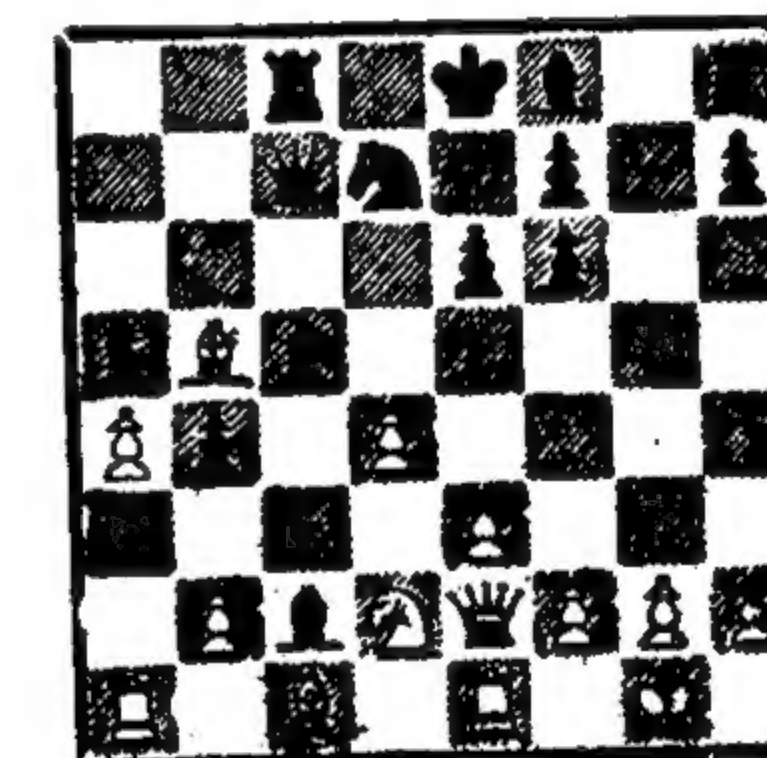
15 R-Q1 B-Q4?

A second blunder. His idea of ...B-N6 is wrong. The White Rook does not have an active role, and it is a waste of time to drive it away. Black should play 15...Q-B2, and on 16 B-N5 answer 16...B-B3 with a good defense.

16 B-N5 B-N6
17 R-K1 Q-B2
18 N-Q2!

A decisive move! If Black retreats the Bishop to Q4, there follows 19P-K4, B-B3 20 BxB, QxB 21 P-Q5! and N-B4 with a superior position.

18 B-B7



19 P-Q5!

Breaching Black's pawn front.

19 PxP
20 P-K4! P-Q5

Of course, Black cannot open the King file.

21 P-K5!

This pawn march is beautiful. Black's answer is forced.

21 PxP
22 N-B3

The sole idea of the two pawns sacrificed. The Bis-

hop is attacked, and NxP is threatened. Black cannot defend.

22 ... B-Q3
23 QxB P-B5
24 Q-B5 Resigns

One cannot fail to notice the style with which Bogolubov demolished his opponent.

Game 114

Araisa - Romi
Slav Defense

1 P-Q4, P-Q4 2 P-QB4, P-QB3 3 N-KB3, N-KB3 4 P-K3, P-K3 5 N-B3, QN-Q2 6 B-Q3, B-N5 7 O-O, Q-B2 8 Q-B2, PxB 9 BxB, O-O 10 P-K4, P-K4 11 B-K3, PxB 12 BxB, B-Q3 13 P-KR3, N-K4 14 B-K2, NxNch 15 BxN, B-K4 16 QR-Q1, B-K3 17 B-K3, KR-K1 18 B-K2, Q-R4 19 B-Q4, QR-Q1 20 BxB, QxB 21 RxR, RxR 22 R-Q1, R-K1 23 Q-Q3 P-KR3 24 Q-Q6, Q-QR4 25 Q-Q4, Q-KN4 26 K-R2, Q-B5ch 27 P-N3, Q-N1 28 P-B4, P-QN4 29 P-R3, P-QR4 30 P-QN4, P-R5 31 B-B3, Q-B1 32 P-N4, B-N6 33 R-Q2, Q-N1 34 P-K5, N-Q4 35 BxN, PxB 36 NxP, K-R1 37 N-K3, Q-R1 38 N-B5, B-K3 39 N-Q6, R-QN1 40 P-B5, B-N6 41 P-R4, Q-B6 42 R-KB2, Q-B3 43 P-N5, Q-B8 44 P-K6, BPxB 45 NPxB, R-KN1 46 R-KN2, B-Q4 47 N-B7ch, Resigns.

Game 115

Colle - Ahues
Colle System

1 P-Q4, N-KB3 2 N-KB3, P-K3 3 P-K3, P-QN3 4 B-Q3, B-N2 5 QN-Q2, P-B4 6 O-O, N-B3 7 P-B3, B-K2 8 PxB, PxB 9 P-K4, Q-B2 10 Q-K2, P-Q3 11 N-B4, R-Q1 12 P-K5, PxB 13 N/3xP, NxN 14 NxN, O-O 15 B-KN5, N-Q4 16 P-KB4, P-B5! (16...P-B3 17 Q-R5) 17 B-B2, (17 NxP/4, BxB and N-B5) Q-B4ch? 18 R-B2, BxB 19 PxB?, N-K6 20 BxBch!, KxB 21 Q-R5ch, K-N1 22 NxP, RxN 23 QxRch, K-R2 24 QxB, N-Q8 25 Q-K4ch, P-N3 26 Q-B3, NxR 27 QxN, QxQch 28 QxQ, R-Q7ch 29 K-B3, RxQNP 30 R-K1, RxRP 31 RxP, R-R6 32 R-K7ch, K-N1 33 K-K4, RxP 34 RxP, R-B7 35 K-B3, R-Q7 36 R-QB7, R-Q5 37 P-N3, R-Q7 38 P-R3, R-Q5 39 K-K3, R-Q6ch 40 K-B4, P-B6 41 P-R4, K-R1 42 K-K5, R-B6 43 P-N4, K-N1 44 P-R5, K-R1 45 R-B6, PxB 46 PxB, K-N1 47 R-B8ch, K-N2 48 R-B7ch, K-N1 49 P-R6, R-B2 50 RxP, K-R2 51 R-B6!, R-R2 52

K-B6, R-QN2 53 R-K6, R-N1 54 R-K7ch, K-R1 55 P-N6, R-B1ch 56 K-N5, R-R1 57 R-K5, R-QN1 58 P-R7, Resigns

Game 116

Rubenstein - Tartakover
Queen's Gambit

1 P-Q4, P-Q4 2 P-QB4, N-QB3 3 P-K3, P-K4 4 BPxB, QxP 5 N-QB3, B-N5 6 B-Q2, BxN 7 PxB, PxB 8 BPxB, N-B3 9 N-B3, N-K5 10 B-K2, O-O 11 O-O, B-N5 12 O-B2, NxN 13 QxN, QR-Q1 14 KR-B1, R-Q3 15 Q-N2, R-N3 16 N-R4, R-N4 17 BxB, RxN 18 QxP, Q-KR4 19 RxN, QxN 20 RxP, P-KR4 21 R/1-QB1, P-N3 22 QxP, K-N2 23 P-R4, Q-B3 24 Q-N7, P-R5 25 P-R3, R-N4 26 R/7-B5, R-Q1 27 P-R5, R-Q3 28 RxR, QxR 29 R-R1, Q-B3 30 P-R6, R-N3 31 QxR, QxQ 32 P-R7, Q-N7 33 P-R8(Q), Resigns.

Game 117

Grau - Alekine
English Opening

1 P-QB4, N-KB3 2 P-QR3, P-B4 3 P-K3, P-K4 4 P-Q4, KPxB 5 PxB, PxB 6 N-KB3, N-B3 7 NxP, B-B4 8 N-N3, B-N3 9 N-B3, O-O 10 B-K2, P-Q3 11 O-O, B-K3 12 N-Q5, BxN 13 PxB, N-K2 14 B-B3, Q-Q2 15 B-N5, Q-B4 16 BxN, QxB 17 N-Q2, QR-B1 18 Q-N3, N-B4 19 Q-Q3, QxP 20 QxN, QxN 21 Q-Q7, KR-Q1 22 QxNP, R-B2 23 Q-R6, R-B7 24 K-R1, P-N3 25 Q-R4, R/1-QB1 26 QR-Q1, R-B8 27 Q-Q7, Q-B5 28 Q-N5, RxR 29 RxR, BxB 30 Q-K2, Q-R5 31 Q-R6, R-Q1 32 Q-N7, B-N6 33 P-R3, Q-R5 34 Q-N2, R-K1 35 R-QN1, R-K6! 36 Q-N8ch, K-N2 37 R-KB1?, RxN! 38 PxB, Q-B7 Resigns.

Game 118

Monticelli - Spielman
English Opening

1 P-Q4, N-KB3 2 N-KB3, P-K3 3 P-B4, P-B4 4 N-B3, PxB 5 NxP, B-N5 6 Q-N3, B-B4 7 B-K3, P-QN3 8 P-B3, Q-K2 9 P-N3, N-B3 10 R-Q1, O-O 11 B-N2, N-QR4 12 Q-R4, B-N5 13 B-B1, NxP 14 O-O, P-Q4 15 K-R1, BxN 16 PxB, B-Q2 17 Q-B2, QR-B1 18 P-K4, P-K4 19 N-B5, BxN 20 PxB, P-Q5 21 KR-K1, N-Q4 22 RxQP, N/4-K6 Resigns.

Game 119

Yates - Maroczy
Queen's Gambit

1 P-Q4, P-Q4 2 N-KB3, N-KB3 3 P-K3, P-B3 4 B-Q3, P-KN3 5 P-B4, B-N2 6 N-B3, O-O 7 Q-B2, N-R3 8 P-QR3, N-B2 9 O-O, N-Q2 10 P-K4, P-K4 11 PxKP, NxP 12 NxN, BxN 13 KPxP, PxP 14 NxP, NxN 15 PxN, QxP 16 B-KR6? (16 B-K4!) BxPch 17 KxB, Q-R4ch 18 K-N1, QxB 19 B-K4, Q-B5 20 KR-K1, R-N1 21 Q-B5, P-QR3 22 P-KN3, Q-B3 23 Q-B7, B-K3 24 BxQNP, QxNP 25 BxP, R-N6 26 P-R4, R-KB6 27 B-K2!, R-B4 28 Q-B1, Q-B3 29 Q-K3, R-K4 30 Q-KB3, R-KB4 31 Q-K3, R-K4 32 Q-KB3, R-KB4 Draw.

Game 120

Nimzovich - Vidmar
Four Knights Game

1 P-K4, P-K4 2 N-KB3, N-QB3 3 N-B3, N-B3 4 B-N5, N-Q5 5 NxN, PxN 6 P-K5, PxN 7 PxN, QxP 8 QPxP, Q-K4ch 9 Q-K2, QxQch 10 BxQ, P-Q4 11 O-O, B-KB4 12 B-Q3, BxB 13 PxB, B-Q3 14 P-Q4, K-Q2 15 R-K1, KR-K1 16 B-Q2, P-KB4 17 RxR, RxR 18 R-K1, RxRch 19 BxR, B-B5 20 K-B1, K-K3 21 P-KR3, P-KN3 22 K-K2, P-B3 23 K-Q3, P-KN4 24 P-B3, P-KR4 25 P-KN4, BPxP 26 BPxP, P-R5 27 P-N4, P-N4 28 B-Q2, BxB 29 KxB, P-R3 30 P-R3, K-Q2 Draw.

FINAL STANDINGS

14	Alekine	7½	Maroczy, Tartakover
10½	Nimzovich	6½	Colle, Kmoch
10	Rubenstein	4½	Araisa
9½	Bogolubov	4	Montichelli
9	Yates	3½	Grau
8½	Ahues	2½	Romi
8	Vidmar, Spielman		